

ISSUE NO.
284
OCTOBER
NOV/DEC PRE-ORDER

GTM

GAME TRADE MAGAZINE



STAR TREK

AWAY MISSIONS

MINIATURES BOARDGAME

\$3.99 US \$3.72 CAN



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PRINTED IN CANADA

IN THIS ISSUE:

- HANDLE WITH CARE! THE DYNAMITE BOX EXPANSION FOR DV GAMES' BANG! BRINGS EXPLOSIVE FUN TO YOUR TABLETOP!
- FOR THE QUEEN! CATALOG THE WILDERNESS WITH THE CARTOGRAPHERS MAP PACK COLLECTION FROM THUNDERWORKS GAMES!

MARVEL

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*The crackle of flames,
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the revving of engines -*

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The background of the entire image is a dramatic, painterly illustration of a desert landscape. In the upper half, two large, pale moons hang in a hazy, blue-tinted sky. The lower half features a massive, dark, textured rock formation that resembles a giant's hand or a massive claw, rising from a sandy, reddish-brown desert floor. At the very top of this rock formation, a line of small, dark figures is visible, some appearing to be climbing or standing on the edge. The overall atmosphere is one of epic scale and mystery.

DUNE

I M P E R I U M

UPRISING

EXPAND YOUR
DUNE: IMPERIUM UNIVERSE!



LONG LIVE THE FIGHTERS!

House Atreides has fallen. The Spice of Arrakis flows once more to the Emperor and his allies. But a mysterious warrior – Maud'Dib – emerges from the sands...and he is not alone.

Award-winning deck-building and worker-placement combine in *Dune: Imperium - Uprising*, a stand-alone expansion that harnesses the power of mighty sandworms in strategic battles of epic proportions. Go at it alone in traditional play or scheme your way to victory in a new six-player mode with 3v3 team battles!

Where will you stand when the Uprising begins?



Play with 1-4
OR 6 players!

 Ages 13+

 60-120

Dune: Imperium - Uprising can be played as a stand-alone game or expanded with content from *Dune: Imperium*, *Rise of Ix* and *Immortality*.

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COVER STORY



Star Trek: Away Missions Miniatures Boardgame

Boldly go with your favorite *Star Trek: The Next Generation* characters and foils with the latest expansions for *Star Trek Away Missions*!

by Phil Yates

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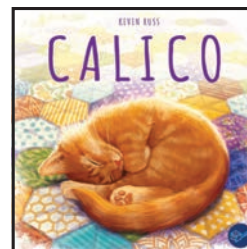
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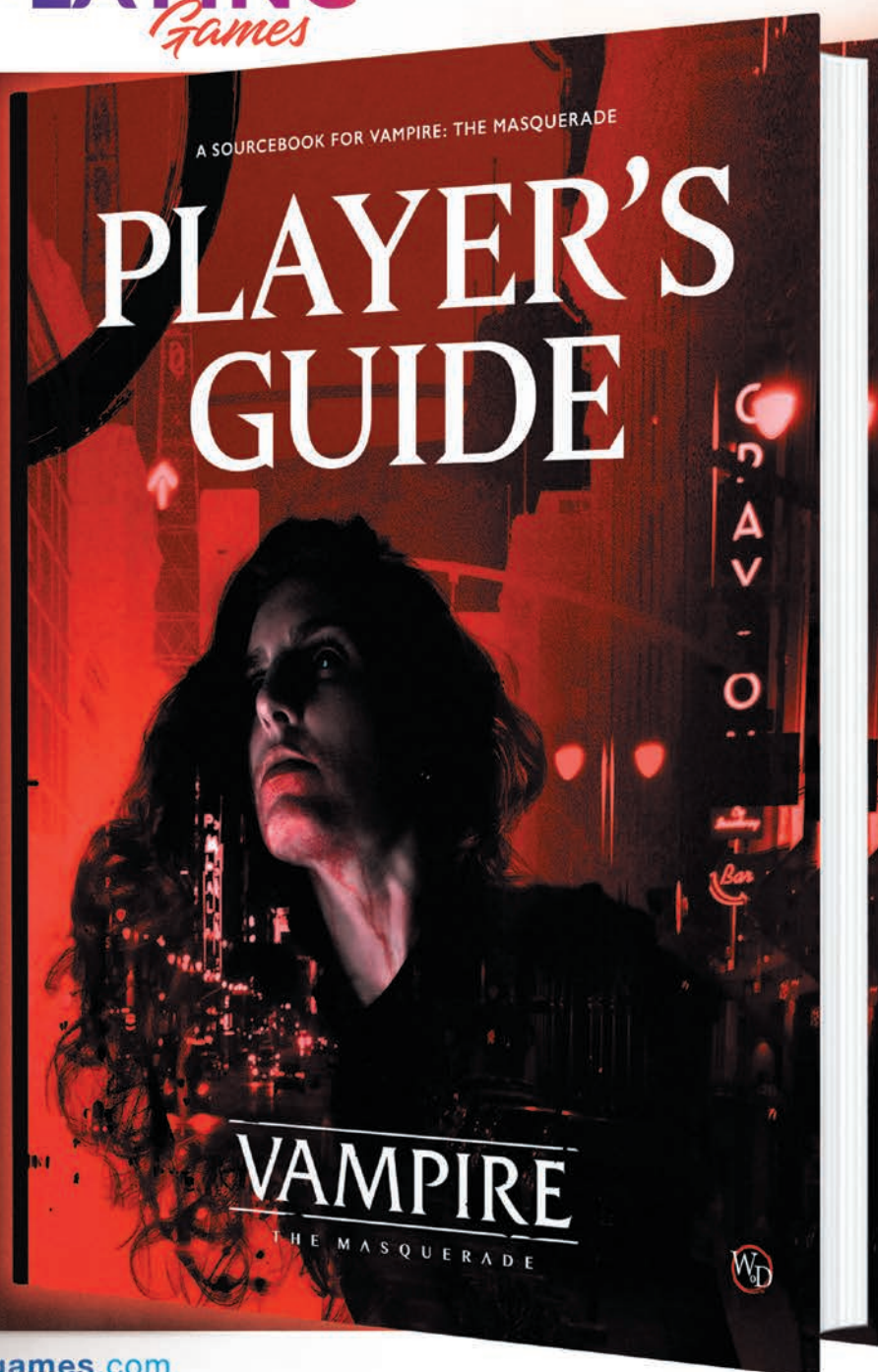
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Cartographers: Heroes from Thunderworks Games

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www.renegadegames.com

- Profiles for all Kindred clans, including Banu Haqim, Hecata, Lasombra, The Ministry, Ravnos, Salubri, Tzimisce, Caitiff, and Thin Blood
 - New Discipline Powers, Blood Sorcery Rituals, and Alchemy Formulae, plus the Oblivion Discipline and its Ceremonies
 - Systems and advantages for coterie, including four new coterie types
- Guidelines and advice for non-traditional chronicles, including: all Thin-blood, troupe-style, virtual play, and play without a Storyteller

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STAR WARS™ VILLAINOUS

SCUM AND VILLAINY



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STAR WARS™ VILLAIN

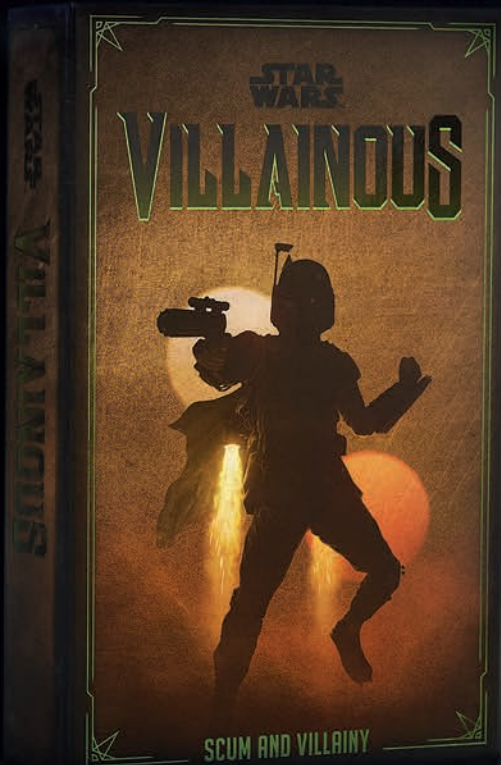


CONTROL YOUR
SECTOR



COMPLETE BOUNTIES, DEFEAT REBEL SCUM,
AND MORE

Boba Fett, Cad Bane,
and Seventh Sister
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Villainous galaxy.
Wield your sinister
influence in this
card game of clever
strategy and dark
ambition.



PLAY THIS GAME
ON ITS OWN
OR
MIX & MATCH
with Villains from other
Star Wars Villainous titles!

10+



2-3



20 MIN

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Greetings Dear Readers!

Welcome to your October edition of *Game Trade Magazine*!

Fall is in full swing and that means we can all look forward to my favorite holiday — Halloween!

Whether you celebrate the macabre or the whimsical, there's generally something for everyone at Halloween, and this issue of *GTM* is no different.

We kick things off exploring the Final Frontier, seeking new worlds and new civilizations. Of course, sometimes those new worlds hold new dangers, and *Star Trek Away Missions* from Gale Force 9 has dangers a-plenty for your crew!

Whether you're playing as the intrepid characters from the U.S.S. Enterprise-D or the House of Duras, you'll need to use all the resources at your disposal to defeat your opponents. Boldly go but beware — unexpected encounters such as with the omnipotent Q can throw a spanner in the works at any time!

And speaking of boldly going — perhaps you prefer taking on the unexplored wilderness on behalf of Queen and country? If so, Thunderworks Games' *Cartographers Map Pack Collection* is for you.

With a royal decree in hand, you'll set out into unknown territories braving hidden dangers as you seek to expand the Kingdom of Nalos. With more than 30 translations worldwide, the *Cartographers* series is worth exploring!

However, if you prefer hidden roles to hidden lands, then be sure to check out the *Dynamite Box* expansion for *Bang!* from DV Games. Not only does this expansion look so good on the tabletop, it's sure to elevate the explosive fun and thrilling challenges fans of this long-running game have come to expect!

That's not all — we've got a brilliant first look at the latest *Horrid* release from Ravensburger, *Greek Monsters*, as well as exclusive preview pages for Paizo's *Starfinder Enhanced* and the *Battlezoo Bestiary* from Roll For Combat, and so much more. I daresay there's something for every table in this issue of *GTM*.

All treats, no tricks. Happy Halloween everybody!

Game on,
JG



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WHAT'S ON THE GAME TABLE?

Obviously, games are a large part of our day-to-day here at *Game Trade Magazine* and we do cover a lot of great products in each issue, but you may be surprised (probably not, LOL) to learn we actually play a LOT of them.

We thought it might be nice to share with you, our dear readers, some of the great games we're currently enjoying on the tabletop. Perhaps it's a favorite of yours as well, or maybe this will inspire you to take the plunge and try something new?

I've been enjoying the latest release for *Star Wars Villainous* from Ravensburger, *Scum and Villainy* (RVN 60002041). I am a big fan of the entire *Villainous* line, and the *Star Wars* version of the game is my favorite yet. Our in-house reviewer, Brian Herman, offers a nice overview of this expansion in this very issue so I won't go into too much detail, I'll simply say that this latest release is a great "expand-alone" addition to the game, and the characters are really fun to play!

Another fantastic game I'll **always** sit down to play may not come as a surprise to many of you, it's just that **good**. *Ark Nova* from Capstone Games (CSG FS5100) checks so many of my gamer boxes that it is probably my *favorite* game to play, rain or shine. The combination of worker placement and resource management is just so good in this one, and I can safely say that since its release I have not played any two games that were alike. It's no wonder I continue to reach for this one time and again, and with the *Marine Worlds* expansion releasing soon, I can guarantee I'll continue to play *Ark Nova* for the foreseeable future as well.

That's only two of the games hitting the table lately — be sure to watch this space in future issues for more great games enjoyed not only by Yours Truly, but our contributors as well. We'll also be spotlighting retail stores, offering publishers the opportunity to share what's on their minds, and more. Got a game or publisher you really like and want to see spotlighted? Let us know by contacting us at editor@gametrademagazine.com.





Our award winning, deceptively challenging game is now "boopier" and "spoopier" than ever.

2 players, 10+
25 min



Features a quilted cloth playing board & 34 adorable kittens!



NEW Ghost Cats move between spaces and scare you into the next open space!



Every time you place a kitten on the bed, it goes "boop." Which is to say that it pushes every other kitten next to it one space away. Line up three kittens in a row to graduate them into chonky adult cats... and then, get three cats in a row to win.

But that isn't easy with both you AND your opponent constantly "booping" kittens around. It's like... **herding cats!** And now, things just got boopier and spooier - with NEW Ghost Cats that float between the spaces. And so scary, cats will leap right over each other to get away!

Just in time for Spooky Season!

SND 1013 \$34.99



Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or May.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first issue*, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

FEATURE

SPOTLIGHT

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!

PREVIEW

DESIGNER DIARY

DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

EXCLUSIVE

EXCLUSIVES: While virtually ALL of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON

MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.
TAC 691486.....\$34.95

ULTRA PRO

AMY BROWN
Scheduled to ship in July 2020.

AUTUMN STROLL PLAYMAT
UPI 15550.....\$14.95

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15525.....\$14.95

MORGAN LE FET PLAYMAT
UPI 15526.....\$14.95

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15549.....\$14.95

PASSAGE TO AUTUMN PLAYMAT
UPI 15530.....\$14.95

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15527.....\$14.95

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15526.....\$14.95

WHERE THE WIND TAKES YOU PLAYMAT
UPI 15527.....\$14.95

USAOPOLY

SPOTLIGHT ON

CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO 68010720.....\$14.95

DRAGON BALL Z: COLLECTOR'S CHESS SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color battle of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO CH113449.....\$14.95

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.
USO HND0595.....\$14.95

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC0210103.....\$14.95

SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.
USO 9096712.....\$14.95

SPOT IT!: RUDOLPH
Get ready for a magical winter wonderland with Rudolph Spot It! Scheduled to ship in September 2020.
USO 91033069.....\$14.95

WIZARDS OF THE COAST

FEATURED ITEM

MAGIC THE GATHERING
MAGIC THE GATHERING CCG: ARENA STATER KIT
WOC C7512000.....\$14.95

MAGIC THE GATHERING CCG: CORE 2021
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BOOSTER DISPLAY (34) WOC C75030000.....\$14.95
BUNDLE WOC C75070000.....\$14.95
COLLECTOR BOOSTER DISPLAY (12) WOC C75100000.....\$14.95
PLANESWALKER DECK DISPLAY (10) WOC C75060000.....\$14.95
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400.....\$14.95

WIZKIDS/NECA

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 160mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019.....\$69.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster released The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Fearful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752.....\$129.90

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755.....\$9.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753.....\$16.99

SUPER-SKILL PINBALL: 4-CADE
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, structure, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching ballpools for something new and exciting! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520.....\$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!

SPOTLIGHT ON



SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

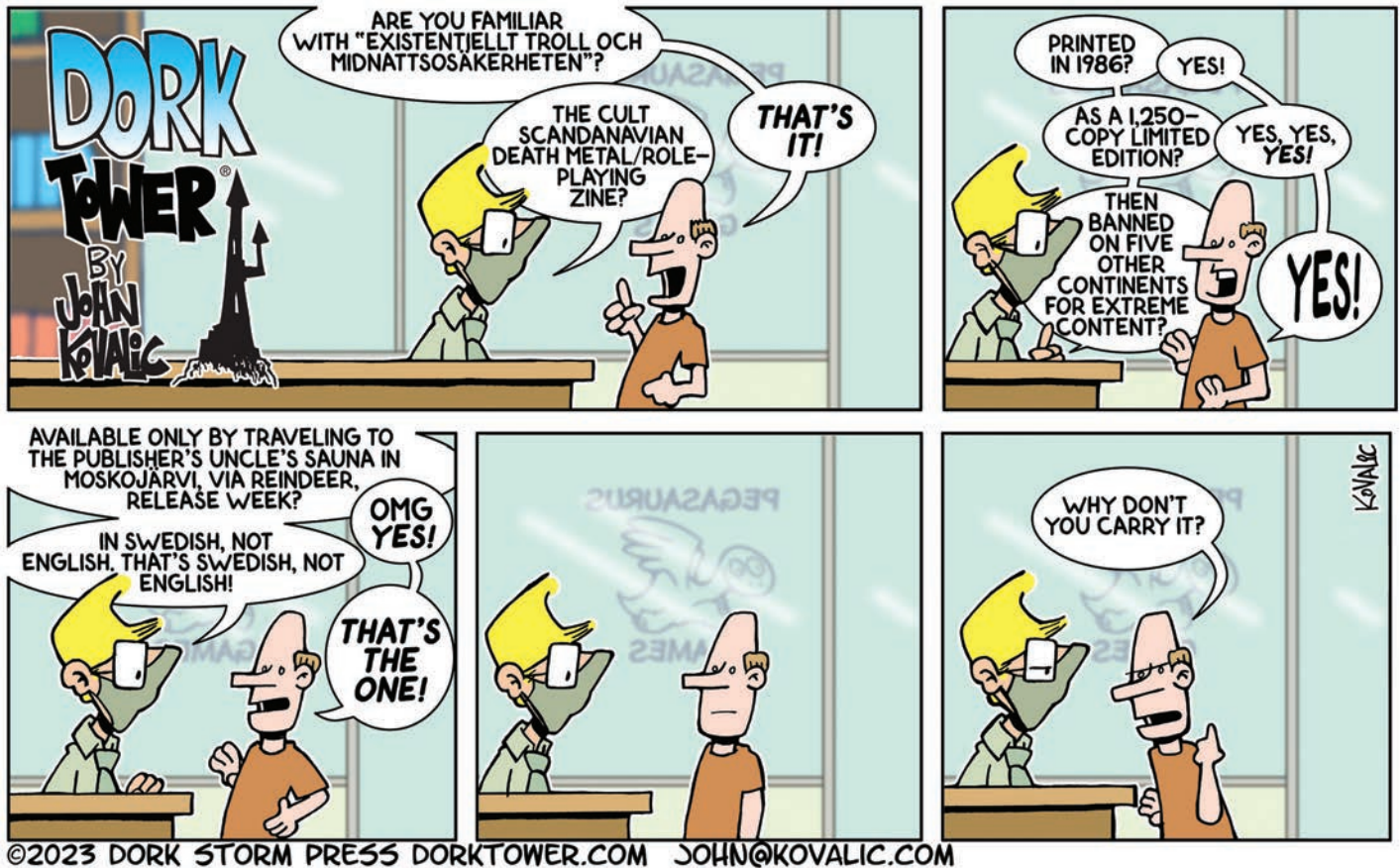
PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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STAR TREK

AWAY MISSIONS

MINIATURES BOARDGAME

STAR TREK: AWAY MISSIONS Q ORGANIZED PLAY KIT

GF9 STA-OP01... \$25.00 | Available Nov. 2023!

STAR TREK: AWAY MISSIONS CAPTAIN PICARD EXPANSION

GF9 STA006 \$25.00 | Available Nov. 2023!

STAR TREK: AWAY MISSIONS HOUSE OF DURAS EXPANSION

GF9 STA007 \$25.00 | Available Nov. 2023!



Phil Yates brings you the next generation of expansions for Gale Force Nine's latest game, *Star Trek: Away Missions*.



The famed Captain Jean-Luc Picard is on his way to *Star Trek: Away Missions*.

As you might expect, Picard's away team is focused on diplomacy and adventure, rather than on direct solutions. Whereas others might see combat as the best way to defeat the Klingons, Jean-Luc is more likely to negotiate, offering a deal to forestall violence.

If Picard can stall his opponent's attempts to score points, or neutralize his crew, through negotiation he'll score a bonus, as well as having likely foiled his opponents plans.

Picard's away team is well suited to support him. Dr Crusher can keep the team functioning, even under heavy attack, while Deanna Troi's empathy lets him know what's coming and avoid it. Young Wesley's developing abilities as a traveler also come in useful.

The expansion also works well with Riker's away team. He can replace Shelly with Geordi La Forge for more efficiency when trying to repair the ship, or loan Shelby to Picard for her expertise against the Borg. On top of that, the expanded card pool allows greater customization of your decks.

Opposing Picard are the Duras sisters, Lursa and B'Etor. With the House of Duras in disgrace, these Klingons and their entourage are seeking to regain the chancellorship and their honor, by any means necessary.

The most direct method is to mimic Gowron and attempt to gain honor for your characters (aside from K'Vit, your assassin, no one would believe they have honor). You can do this the traditional way through heroic combat, or you can take the easy route. Simply fake some heroics, plant some evidence, or outright claim another character's actions as your own, and hey presto, you have honor and your house's name is restored.

Alternatively, you can focus on raising funds through an arms supply deal. Gather up, steal, or manufacture all the weapons you can and stash them for later collection or transport a whole consignment at once. Should anyone get in the way, a surprise attack, stab in the back, or a handy disruptor bombardment conveniently remove the problem and any incriminating evidence.

The Duras sisters bring a very different style of Klingon to the game. If you have the Gowron expansion, you can trade cards between the expansions to further customize your deck and play style.



**The House Of Duras
Away Team**

Captain Picards Away Team

The forthcoming Picard and Duras Sisters expansions add new Away Teams to *Star Trek: Away Missions*.

The Q organized play kit creates a fun gaming experience for your group. Over the course of four missions, your players will come face-to-face with Q, and all the craziness they bring.



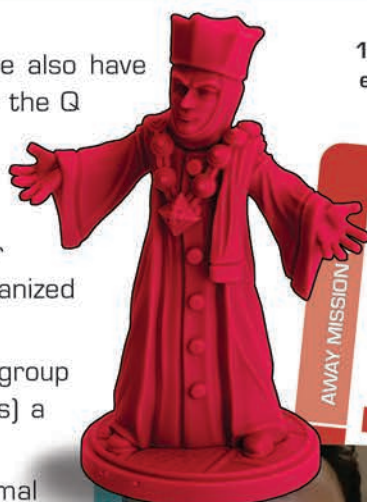
Q WHO?

To go with the release of Picard's away team, we also have Q, his erstwhile opponent and mentor. Being from the Q continuum, Q had godlike powers, and delights in using them to test, torment, and educate Picard and the crew of the U.S.S. *Enterprise*. Now, he's on his way to add his unique brand of chaos to your group's games of *Away Missions* in our first organized play kit.

The organized play (OP) kit is designed to give your group of up to ten players (more if you buy extra copies) a month of different and interesting games.

The OP kit has four unique missions. These are normal two-player games with the addition of Q, helping, hindering, or ignoring the characters as they see fit. And, at the end of it all, each player gets a Q miniature and the cards to add Q to their away teams as a specialist character.

If you run a gaming group, the Q OP kit is a great way to bring players together for some fun (and chaotic) gaming.



This Organised Play Kit comes with 10x Q models sets of 'Mortal Q' cards, so everyone gets a Q model, character card, and card deck, which can be used in their Away Team.

JUST PLAYING WITH Q

AT THE BEGINNING OF THE GAME
Shuffle the Immortal Q Deck.

AT THE START OF EACH ACTION PHASE
Before Assigning Bonus Actions, draw an Immortal Q card and apply its effects.

AT THE END OF THE GAME



TO BOLDLY GO...

Time travel is a frequent theme in *Star Trek*, and who better to go boldly through any time portal than Captain James T. Kirk? Beyond the Picard and Duras Sisters expansions, we'll see expansions from the original series, with away teams lead by Kirk and Scotty.

Beam away to explore strange planets, fight (or seduce) exotic aliens, and introduce the galaxy to the United Federation of Planets.



Whether you come in peace or shoot to kill, you'll can bring your favourite characters to the gaming table.



BANG!



UNLEASHING FUN AND STRATEGY WITH THE NEW DYNAMITE BOX EXPANSION

BANG!: 4TH EDITION

DVG 9100..... \$24.99 | Available Now!

In the realm of card games, few have achieved the level of popularity and excitement as **BANG!**. Originally released in 2002, **BANG!** quickly became a staple in the world of tabletop gaming, captivating players with its unique blend of strategy, social interaction, and Wild West flair. As the game evolved over the years, it introduced numerous expansions that injected fresh dynamics into the gameplay. The latest addition to the **BANG!** universe, the *Dynamite Box* expansion, promises to once again ignite the tabletop gaming scene with explosive fun and thrilling challenges.

THE BANG! PHENOMENON: A BRIEF OVERVIEW

BANG! is a card game set in the Wild West, where players assume the roles of various characters, each with their own special abilities and secret identities. The game is built upon the foundation of hidden roles and player interaction, where players aim to eliminate opponents based on their allegiance and, in some cases, their personal objectives. Players work to eliminate their rival faction by engaging in an old west shootout.

The gameplay revolves around a central mechanic of drawing and playing cards that represent weapons, actions, and characters. Players must use their wits, strategy, and a bit of luck to outmaneuver opponents, protect their own lives, and fulfill their objectives.



BANG!: DYNAMITE BOX (COLLECTOR'S EDITION)

DVG 9120..... \$99.99 | Available Q4 2023!



EXPANDING THE FUN: BANG! DYNAMITE BOX

The **BANG! Dynamite Box** expansion takes the classic gameplay to a new level by celebrating everything in its history in a collectible box. This expansion draws its name from the Wild West's quintessential symbol of chaos and destruction, promising players an experience that lives up to its explosive namesake.



What truly sets **BANG!** apart is its social dynamics. The game thrives on player interaction, bluffing, alliances, and betrayal, creating an atmosphere of suspense and excitement that keeps players engaged from start to finish.

The *Dynamite Box* brings the whole 21-year experience of **BANG!** to new and old gamers. The box features every card ever produced in the 21-year history including promotional cards. It features premium player boards, plastic bullet life tokens, and all the bits and bobs from past expansions. The best feature of the box may be its namesake stick of dynamite. This prop can move amongst the players instead of the dynamite card making everyone at the table a little more nervous. The box features some of the best artwork to come out of **BANG!**



Candelotto di dinamite
Stick of Dynamite

Per una variante di gioco esplosiva!
For an explosive game variant!



34 Pallottole di legno
Wooden bullets



9 Carte extra
Extra cards

Con personaggi speciali per veri collezionisti!
With special characters for true collectors



8 Pance premium doppio strato
Premium dual layer boards



BANG!

110 carte, 7 pance doppio strato,
30 pallottole di legno, 1 candelotto.
110 cards, 7 dual layer boards,
30 wooden bullets, 1 dynamite stick.



DONCE CITY

64 carte, 1 plancia doppio strato, 4 pallottole di legno.
64 cards, 1 dual layer board, 4 wooden bullets.



GOLD RUSH

33 carte,
30 pepite d'oro.
33 cards,
30 gold nuggets.



EXPANSION PACK

WILD WEST SHOW
THE VALLEY OF SHADOWS
HIGH NOON + A FISTFUL OF CARDS

70 carte.
70 cards.



ARMED & DANGEROUS

36 carte,
32 segnalini Carica.
36 cards,
32 load tokens.



THE GREAT TRAIN ROBBERY

41 carte,
14 tessere Stazione.
41 cards,
14 station tiles.

Both on the exterior (the look of a wood dynamite crate) but also the interior *BANG!* vista of the old west. The box even features space for future expansions making storing your *BANG!* cards a breeze.

The release of the *Dynamite Box* expansion is not just about adding new premium components and all the cards collected in one place; it's a celebration of the *BANG!* universe and its enduring popularity. The expansion is packaged in a thematic box that captures the Wild West aesthetic, making it a visually appealing addition to any gaming collection. The design of the box reflects the dynamism and excitement that *BANG!* consistently delivers, setting the stage for explosive gameplay experiences.



COMMUNITY AND FUTURE PROSPECTS

One of the most remarkable aspects of *BANG!* is its dedicated and passionate community of players. From friendly gatherings to intense tournaments, *BANG!* has fostered a strong sense of camaraderie and shared enthusiasm among players of all ages. The introduction of the *Dynamite Box* expansion is expected to further invigorate this community, sparking discussions, strategies, and memorable gaming moments. Just having this premium box set on your table is likely to make any *BANG!* Fan jealous.

Looking ahead, the *Dynamite Box* expansion signals the continued growth and evolution of the *BANG!* universe. The game's ability to adapt, innovate, and surprise its players is a testament to its enduring

appeal. As the tabletop gaming landscape continues to evolve, *BANG!* remains a shining example of how a classic game can be reinvigorated with new expansions and mechanics, ensuring that players old and new can continue to enjoy the thrill of the Wild West shootout.



CONCLUSION: IGNITING THE TABLETOP SCENE

The *BANG! Dynamite Box* expansion is more than just an addition to the *BANG!* card game; it's a celebration of the game's legacy, its community, and its ability to captivate players with each new release. By injecting a dose of chaos and unpredictability through cards like dynamite and compiling roles all in one place, the expansion promises to reinvigorate gameplay, hook new players, and create unforgettable moments of laughter, tension, and surprise for all those that have grown up with *BANG!*

As the most premium of expansions this box will be sought after by collectors and completists. There's even a less expensive version that acts as a storage and component box for those that have collected all the cards in the past 21 years. As gaming enthusiasts eagerly anticipate the *Dynamite Box* release, it's clear that the *BANG!* card game continues to stand as a shining star in the world of tabletop gaming, where every draw of the card and every calculated move can lead to explosive fun.

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HAKO ONNA

WIZKIDS

HAKO ONNA

WZK 73505 \$29.99 | Available Now!

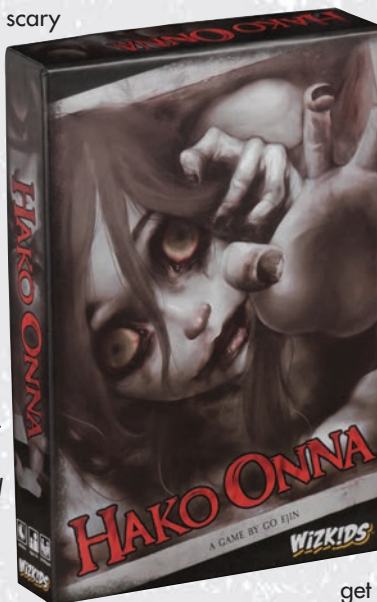
Spooky season is ahead of us, and it's time to plan for scary game nights. Do you want to frighten away unwelcome intruders who disturb your place of rest? Or do you want to experience the thrill of creeping through a haunted house, hoping you'll live to tell the tale? How about both! In the hit one vs. all Japanese horror game *Hako Onna* by WizKids, players can switch between ghost and ghost hunters in this thrilling game of hide-and-seek this Halloween season.

SO, UH... WHO'S THE CREEPY GIRL?

The scary men arrived. My father, in a panic, pushed me down into a way-too-small box. I heard my bones snap, but dared not scream. I heard angry voices... then nothing. Father never came back. I was left alone. That was a long time ago. I'm not alone anymore. Sometimes, people come to play. I like to play hide and seek. When I tire of playing, I eat.

READY OR NOT, HERE I COME...

Hako Onna is a game of horror hide-and-seek, translated from the 4th edition of the popular Japanese game. One player plays the "Hako Onna" (the Woman in the Box), and the rest are "visitors", who are trying to escape from the mansion. As visitors, you'll try not to make noise as you search the shadowy rooms of the mansion for items to protect yourself, for information, and for a way to escape what you do not see, but what you know is there. But if you stumble upon the Hako Onna, you're dead.



DON'T MAKE A SOUND, SHE'LL HEAR US!

Hako Onna creates nail-biting tension in two different ways. First, through a disk-stacking mechanism that gets more difficult with each visitor's turn. When a visitor knocks over the stack, this represents noise being made, which awakens the ghost. Once this happens, the visitors close their eyes, and the Hako Onna player takes their turn. The game does include an alternate card system for players who find the dexterity element too difficult. Second, the Hako Onna only attacks visitors when an unlucky one finds her, otherwise she can't attack directly. Every time you turn over a tile, you'll hold your breath, hoping you tracked her movements correctly...

HOW DO WE GET OUT OF HERE?!

Visitors have three different ways to win the game.

Escape – Solve the combination to the Safe, get the Key Ring, and find the Secret Exit.

Defeat Hako Onna – Find out her weakness and use that item against her.

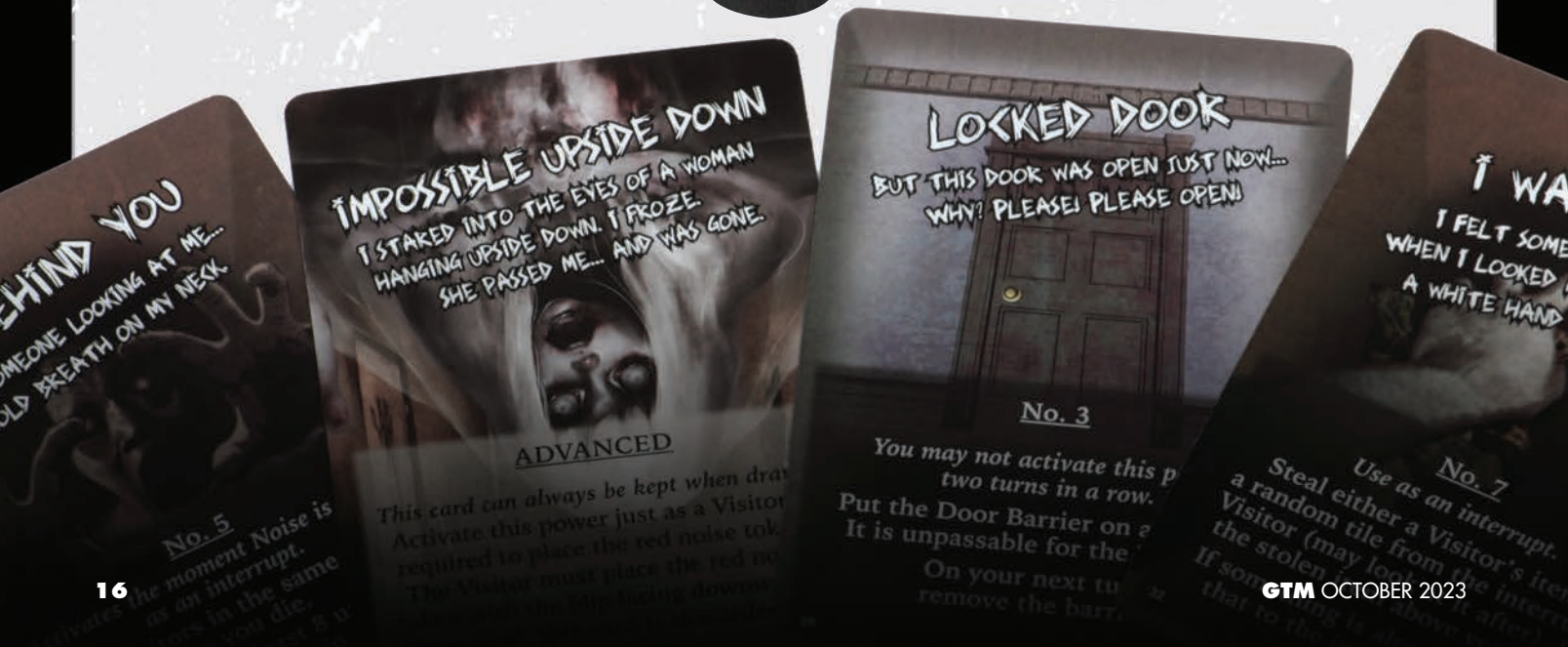
Put her spirit to rest – Find the Mary Doll, and then find the Bones.

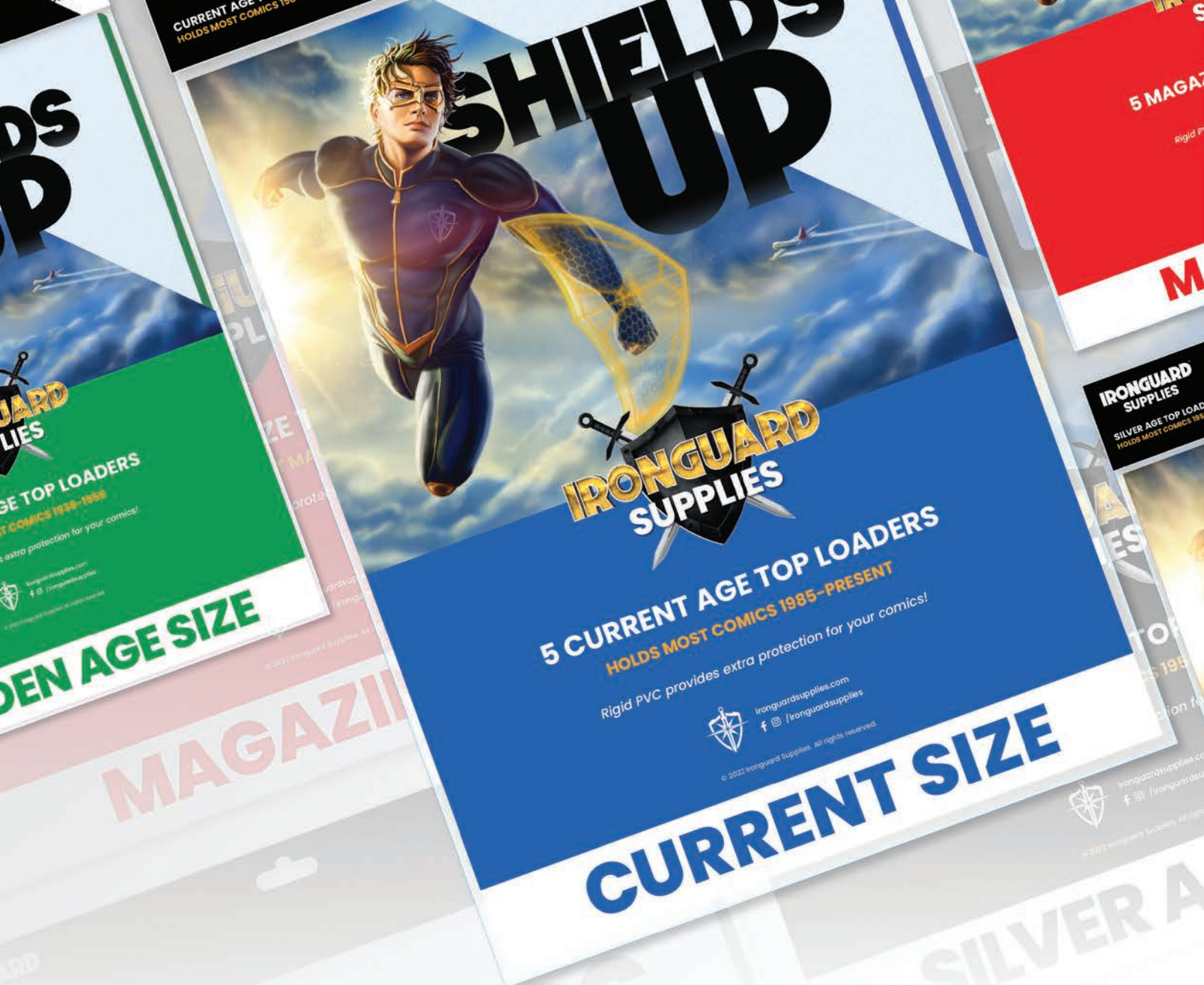
The Hako Onna wins when every visitor is dead.

SO, WHAT ARE YOU AFRAID OF?

The spooky theme and the tense mechanics make *Hako Onna* the perfect game for the Halloween season. The WizKids edition features seven new Visitor Item cards and two new *Hako Onna* power cards for advanced players. Turn off the lights, light up the candles, and see which one of your friends screams the loudest this October!

...





Everyone knows the days of keeping unbagged comic books lying around are long gone – bags and boards are a forgone conclusion in this modern world of collecting. But what about when a bag and board aren't enough? Do you want to lie awake all night worrying that your comic is developing irreversible stresses that will reduce its value a thousandfold? You need something a little tougher to keep that comic safe, and Ironguard Supplies has just the thing. In addition to a full range of bags and boards in all sizes, Ironguard now offers comic toploaders, rigid sleeves that will keep your comic protected from even the most unforgiving longbox. Sleep easy, my friend.

See the full line at ironguardsupplies.com

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THE SECOND EDITION OF JUNK ORBIT IS TAKING OFF!



JUNK ORBIT

RGS 02543 \$35.00 | Available Q3 2023!

Space isn't empty, it is full of planets, life, and tons of cool junk to sell! In *Junk Orbit*, you are the captain of a scavenger ship. You have been tasked with picking up space junk floating around in orbit and transporting it to cities on different planets. *Junk Orbit*, a game by Daniel Solis, was originally released in 2018 and is coming back in 2023 with tons of new features.

For those not familiar with the original game, *Junk Orbit* is all about collecting space junk and delivering it to cities across multiple planets including Earth, the Moon, Mars, Phobos, and Deimos. Board your ship, which has its own special power, and take off to collect some junk and make some money. Launching junk out the airlock will propel your ship the same distance, so careful planning can allow you to make a remote junk delivery and line your ship up for a direct delivery. Careless planning can launch you somewhere unexpected! The game captures the idea of floating in and out of a planet's orbit with a clever movement mechanic. As you circle around a planet, there will be a junction to the neighboring location board. This junction allows you to jump into that planet's orbit, but you must continue in the direction you are moving (clockwise or counterclockwise) so you must plan carefully in order to end up where you want. Be careful of other player ships as they want that junk too and aren't afraid to launch some of their own cargo out to get it!

For a more challenging game, the base game has advanced options, allowing players to mix and match to create an experience best suited to them. The location boards and ship cards are double sided and depending on the side, difficulty can increase and/or decrease. The location boards have a "night" side which adds unique scoring options and in game effects that are specific to the planet. The player ships have a "B" side which have abilities that are more directly interactive and combative. These options allow for *Junk Orbit* to be the perfect family game to play with young gamers, a challenging puzzle for adult game groups, or anything in between.



The new version of *Junk Orbit* is packed full of extra content exclusive to this edition. The *Tours Mini-Expansion* adds tourist cards to the game. Players can make some extra cash by picking up tourists and meeting their request. Taking tourists on the ride of their lives, players can score some extra points at the end of the game or lose points if they are unable to give them what they want. One of the most exciting new features of this edition is the solo mode included with the base game. This solo mode allows players to enjoy a challenging and puzzling version of the game. Each solo scavenger is tasked with preventing the "Kessler Syndrome" to maintain safe space travel. Space junk is multiplying at double the normal rate and the solo scavenger must control a fleet of ships to catch junk and prevent a critical failure. Running out of junk tiles to place and placing more than three junk at a location will end the game immediately! If the base rules are too challenging or not challenging enough, no worries, this mode also has options to increase and decrease difficulty by adjusting their ships and the boards in play. All of this is packed into a normal rectangular box, rather than the original cylindrical box which was a bit difficult to store on your game shelf.



This version of *Junk Orbit* is perfect for any player and family game nights! This new version of *Junk Orbit* brings exciting new options to this already amazing game. The mini expansion and the advanced options give this game a ton of replayability, letting you experiment with new rules and giving each play a fresh feel. This game has unique mechanics, interesting player interaction, an adjustable solo mode, and so much more! All these elements, new and existing, make it a necessary addition to board game shelves everywhere!

...
Sophia Gambill is a Sales Assistant at Renegade Game Studios.

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Blood & Plunder

RACKHAM, READ AND BONNY'S LAST BATTLE

By GUY RHEUARK & JOSEPH FORSTER



he law has finally caught up to Calico Jack Rackham! Jonathan Barnet and his crew have found Rackham and the infamous Anne Bonny and Mary Read during a quiet night off the Jamaican coast. The pirate hunters approach and hail Rackham's sloop, but the pirates are drunk and rebuff Barnet's call to surrender. The

British let loose a broadside and the short battle is joined.

October, 1720, Off the West Coast of Jamaica

SETUP:

Set up a 3'x3' table. The whole board is considered Deep Water. The wind starts from the board edge opposite the Defender's board edge.

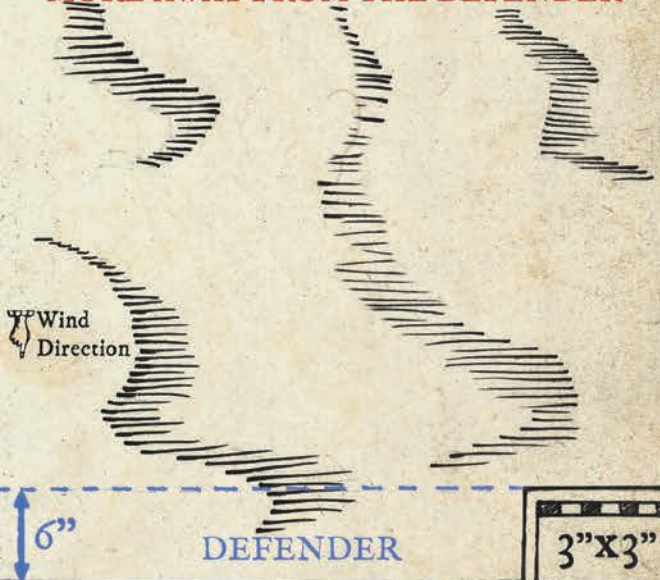
SCENARIO RULES:

This Scenario takes place at night, with most lights on each ship doused. The range of all attacks is limited to 12" or less.

Each of the Defender's units are Drunk. A Drunk unit receives a -1 bonus to Resolve and a -1 bonus to its Fight Skill value. A Drunk unit also has a +1 penalty to its Shoot Skill value, all Saves, and every other Test made with that unit.

The board may be scrolled.

ATTACKER DEPLOYS ANYWHERE 24" OR MORE AWAY FROM THE DEFENDER



DEPLOYMENT:

The Defender (Pirates) deploys their ship anchored within 6" of their board edge.

The Attacker (British) deploys their ships at least 24" away from the Defender, at their lowest sail setting above 0".

GAME LENGTH:

6 Turns

OBJECTIVE:

- This game is played without Strike Points, as both sides are willing to fight to the death.
- The Defenders are trying to escape. At the end of turn 3 or later the Defender wins if their Flagship is at least 12" away from the Attacker's Flagship, as the Pirates disappear into the night.
- The Attacker immediately wins if they eliminate Rackham, Bonny and Read.

HISTORICAL FORCES:

JONATHAN BARNET
HISTORICAL COMMANDER
May Lead British Privateers or British Militia

COMMAND RANGE 8"
COMMAND POINTS 1

MAIN WEAPONS
 Brace of Pistols and Standard Melee Weapon.

SPECIAL RULES
Aggressive Commander, Unwavering



Attacker:

British Militia 23 models, 115 points

- Pirate Hunter's force option
- Captain Jonathan Barnet..... 10
- 8 Sea Dogs 32
- 8 Sea Dogs without Pistols 24
- 6 English Militia 18
- Balandra (or any 3 Deck Ship)..... 10
- Three Pairs of Light Cannons..... +21

Defender:

Golden Age Pirates 20 models, 115 points

- Jack Rackham..... 8
- 6 Pirates 18
- 7 Pirates 21
- Anne Bonny +3
- 6 Pirates 18
- Mary Read +3
- Buccaneer Guns +6
- Bermuda Sloop..... 13
- Two Pairs of Light Cannons +14
- 2 Swivels +8
- Reinforced Bulkheads +3

CARTOGRAPHERS

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Cartographers and *Cartographers
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AVAILABLE OCTOBER 2023

MSRP \$24.95

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RAMBO

A CINEMATIC ADVENTURE

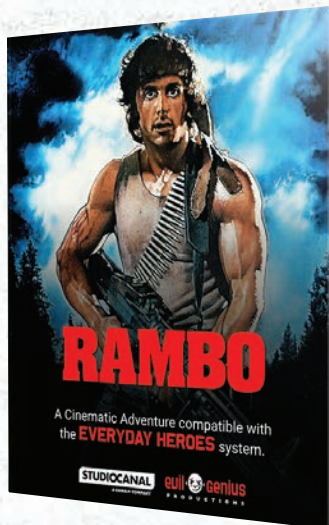
evilgenius

EVERYDAY HEROES RPG: RAMBO CINEMATIC ADVENTURE

EVL 09000 \$24.99 | Available Now!

Modern combat game scenarios appeal to a lot of tabletop gamers these days. The heart-pumping, larger-than-life action and the complex nature of contemporary warfare demand a blend of careful strategy and bravery in the face of overwhelming odds. Players who love the idea of playing characters with the military skills to prove themselves the best of the best are sure to enjoy the world of *Rambo: A Cinematic Adventure* — the officially licensed, action-film-based tabletop roleplaying game available now from Evil Genius Games.

Based on the adrenaline-driven, action-packed military film series of the 1980s, *Rambo: A Cinematic Adventure* invites players to engage in realistic military missions set in today's landscape. Players will navigate the unique aspects of modern warfare — from protecting aid workers and refugees or confronting soldiers of fortune, to facing difficult choices. All the while, gamers can show off their fighting skills in deadly combat conditions as they play to defeat their enemies.



tions for campaigners as they craft their characters. Roles such as Combat Engineer, Combat Medic, Combat Scout, and Commander bring to life the traditional, highly skilled operatives of the Special Forces, just like John Rambo. All these characters have advanced combat training and specialized roles. And then there's The Survivalist, a Tough hero that's incredibly hard to kill, with especially potent talents in natural settings.

These characters create a perfect crew for tackling the rulebook's included adventure, *Flesh & Blood*. Set during Operation Just Cause, the campaign takes place in 1989, just as the U.S. military is oust-

ing General Manuel Noriega from Panama. The heroes find themselves becoming part of an operative team sent into the military theater to accomplish a covert mission — just as the U.S. invasion is getting underway.

Of course, as the campaign progresses, the team discovers that what they were initially told doesn't line up with the reality of what they're facing with boots on the ground. To survive, the players will have to think fast, make tough moral decisions, and engage in hard fighting to make it out in one piece.

As with other *Cinematic Adventures*, the game includes a Syrinscape musical background that GMs can use to set the atmosphere.

The handy Fade to Black tool makes it simple to handle harsh moments "off-screen" as needed for players' comfort. With intensive military campaign details available for the picking, the rulebook offers endless opportunities to create thrilling, authentic military adventures. Players will be thrust behind enemy lines to face overwhelming odds in a world where ideology and corruption drive deadly conflict.

PLAYING IN THE EVERYDAY HEROES WORLD

As with other games in this series from Evil Genius Games, *Rambo: A Cinematic Adventure* runs on the *Everyday Heroes* core rulebook, which makes it easy to use action films and modern settings in tabletop gaming scenarios. Epic group battles, one-on-one fights, guerrilla tactics, infiltrating behind enemy lines, rescuing the innocent and taking down those who are pursuing evil agendas... All of this action and more awaits you in *Rambo: A Cinematic Adventure* from Evil Genius Games.

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MILITARY CONFRONTATIONS, IMPOSSIBLE ODDS

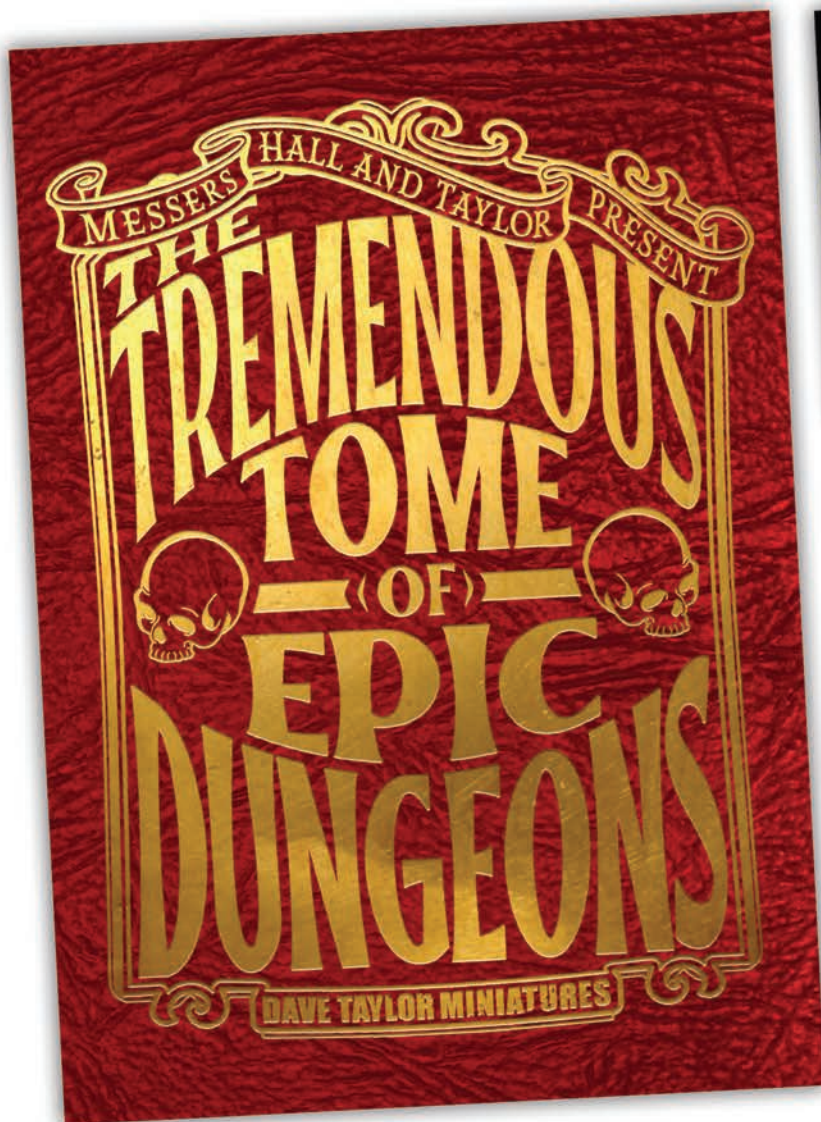
Rambo: A Cinematic Adventure doesn't shy away from the film series' roots as a military fantasy with realistic combat elements. An integral part of the game's design is its strong grounding in authentic military elements for those who want to play a more realistic scenario. But the game also offers opportunities for engaging in over-the-top action too. Fans of military gaming and fans of the *Rambo* films can find just the right fit for the fun they crave.

The rulebook includes practical advice to guide GMs in crafting military campaigns that work in real-world settings. There are also several handy tools to make it easy to create expansive, intense action scenes like those found in the films. The game's Cannon Fodder rules, which are simplified NPCs, are perfect for running large scale battles. Players will also find detailed rules for military vehicles and weapons, as well as a unique game feature for military fortifications — defenses, obstacles, and structures that mimic real-world warfare.

EXCITING GAMEPLAY AWAITS

With five new character classes to choose from, *Rambo: A Cinematic Adventure* offers numerous op-





Jeff Hall and Dave Taylor absolutely LOVE miniatures and scenery and combining them with roleplaying games. Over the last few years they've been stalking some of the best RPG table builders online, and in this Tremendous Tome they've brought together more than 20 builds from around the globe.

From the teams at Dwarven Forge, Printable Scenery, Steve Jackson Games, Monster Fight Club, WizKids, and more than a dozen incredible individual builders, you will be excited and inspired by the amazing builds that cover many wonderful fantasy environments. As you enjoy this lavish book that highlights the incredible imaginations and crafting skills of the builders, you'll be inspired to start on your own amazing creations!

**THE TREMENDOUS TOME OF
EPIC DUNGEONS (160p)
- \$55 MSRP**



KINFIRE CHRONICLES: NIGHT'S FALL

INCREDIBLE
DREAM

KINFIRE CHRONICLES: NIGHT'S FALL

IDS AYA10010101 \$149.00 | Available Q4 2023!



Ever since we released *Kinfire Chronicles: Night's Fall* this year, we had a number of players tell us that they were so glad to have found a story-rich game that was easy to get to table and engaging for new and hardcore players alike.

We sat down with Kevin for a deep dive on the unique packaging and early player experience of *Kinfire Chronicles: Night's Fall* that set it apart.

What inspired the built-in storage and unique packaging inside the box?

I wanted to bring some fresh concepts to the genre while still designing a game that could easily be someone's introduction to fantasy board gaming. After some brainstorming, we came up with vinyl record albums as an inspiration for the packaging. The idea is that each quest would come in its own folio that would feature cool cover art. When you open one up, it would contain everything you'd need for the quest inside them - enemies, cards, tokens. Rather than spending several hours punching out tokens in preparation for the first play, I could design it so that the things you need are drip-fed to you bit by bit. And that led me to the idea of opening the campaign

up with a sort of tutorial to ease players into the game. I began to imagine what I could put into the box and how I could organize it in such a way that you'd get presented with each new concept in small bite-sized pieces. The box's lid would lift off and become the board. Directly below that would be a "welcome box", containing the basic game components you needed to play as well as a "Getting Started" rulebook to explain a few basics before having the players pick a character, each of



which would have their own "Seeker box" containing a unique deck of cards. Then, the players would be directed straight into the first quest with only a little bit of setup. With that basic idea, I started to rough out the early stages of the campaign.

Tell us more about opening the campaign with a 'tutorial' and what that player journey is like.

The story begins simply with the players escorting a caravan to the town of Vinna (or as it was originally jokingly called, Tutorial Town). Quest 1 dumps you straight into combat and includes a walkthrough for the first 2 turns of battle, as well as the Combat rulebook. I decided to keep the first battle nice and simple, while still showcasing the strengths of the combat system. Any other game elements would be minimized for now, to allow the players to just spend some time absorbing the combat rules and getting used to their characters' cards.

Quest 2 introduces the next part of the game - adventuring (and contains the rulebook explaining how it works). Here, the players read through story cards following an interactive narrative that uses their decks of cards in a non-combat way to resolve various challenges, and starts to allow them to make decisions that affect the flow of the story and how the battles play out. The battle in this quest is more complex, introducing some





new wrinkles to gameplay, and ultimately the players reach Vinna at the end of it.



Upon arriving in Vinna, the final major gameplay element is introduced - town exploration. You're dropped in the town of Vinna, given a map (and the rulebook for town exploration), and allowed to explore as you wish. You can visit shops and buy new cards for your decks, go to the tavern to listen for rumors, or whatever you desire, as long as it's on the map. Vinna's not very big, having only a few locations to explore, but it's intended to let players get their feet wet without getting overwhelmed with choice.

Past that point, the players start to really get into the thick of things. Perhaps they'll find a side quest or two to go on, or maybe they'll focus on the main storyline,



where they'll face increasingly-challenging enemies until they're ready to return to the town of Din'Lux, the main setting of the campaign. And when that happens, I unleash a whole new set of surprises on the players....

The game is structured so as to ease you in slowly, while continually sprinkling new reveals and new experiences in your path throughout the campaign. I never wanted the mechanics to grow stale, so each battle is carefully designed to have its own unique feel, while adventuring keeps throwing you new curveballs, and new town locations keep opening up for you to explore. Right up until the very end of the campaign, I made sure that we kept the players guessing, "How on earth are they gonna top THAT?"

Kinfire Chronicles: Night's Fall is a cooperative campaign game for 1-4 players that blends thrilling fantasy adventure with tactical, edge-of-your-seat combat. Play as one of six unique Seekers, sworn to protect the city of Din'Lux and help rebuild the world beyond.

For more lore, webcomics, and news visit kinfirechronicles.com.

...

Kevin is the Director of Game Design at Incredible Dream and has over 20 years of experience designing board and card games. He's worked on popular titles, including: *Arkham Horror*, *Descent: Journeys In The Dark*, *Android*, and *A Gentle Rain*.



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BATTLEZOO BESTIARY: STRANGE & UNUSUAL (P2)

RFC 23020 \$49.99 | Available Now!

Battlezoo Bestiary is packed with over 100 creative creatures for both 5th Edition and Pathfinder 2nd Edition, composed of the winning entries from the 2020 RPG Superstar contest! Some of that year's platinum and grand prize monsters include blighted husks of plant creatures, ruthless predators that use salt to hunt, and shale creatures with gemstone hearts. But the best part is the sheer variety you can find on every page. Ever wonder about the monkey whose paw grants those terrible wishes? It's in here as an extremely high-level creature! Or maybe your characters want to craft or hire a mechanical maître d' or a bespoke bodyguard? And there are simple, evocative, and fun creatures like the parrotbear! Each creature in the book had a development pass from former Paizo senior developer and current Wizards of the Coast designer Patrick Renie. Each creature has gorgeous full-color art, an interesting sidebar, and the author's name along with their prize, so you can see who wrote your favorite creatures.

But the most exciting part is deeper within. For fans of games like *Monster Hunter*, where the characters craft items from monster parts, *Battlezoo Bestiary* debuts the innovative monster parts system. You can collect monster parts to refine items and imbue them with mystic properties! I've used my expertise in designing in-game economies to create three comprehensive variants, allowing you to use monster parts as much or as little as you and your group desire. Highly flexible and futureproof, this system works not just with the monsters in this book but with any monster from any other product, with clear rules to indicate what the monster's parts can do based on information directly available in the monster's statistics.



BATTLEZOO BESTIARY: STRANGE & UNUSUAL (5E)

RFC 23021 \$49.99 | Available Now!

To complement the monster part system, there are new backgrounds for monster hunting characters, as well as two archetypes that hunt monsters for their own reasons. The monster mage collects spell tokens, allowing them to learn spells from monsters, while the vestige hunter gains iconic creature abilities by absorbing vestiges from defeated monsters into their equipment or body.

Our iconic monster mage, Zara, has written a text describing her craft, and this is an in-world excerpt:



What is magic, you ask? Is it prayer? No. Don't get sold a bill of goods from some distant god. Is it study? You wish! Sure, if you study enough and learn the right words, you can tap into bits and pieces of it, but that hardly means that magic is study, or logic, or science. Those things only scratch the surface, leaving much of magic obscured beneath. The power of friendship? Don't make me laugh.



No, magic is none of those things. Or perhaps, it is all of things, but none of them is sufficient. Magic is also life, and more still. It is everything. It is the very essences of the universe that build up each and everything, from



the physical to the metaphysical and energize them with astral thought and instinctive life force.



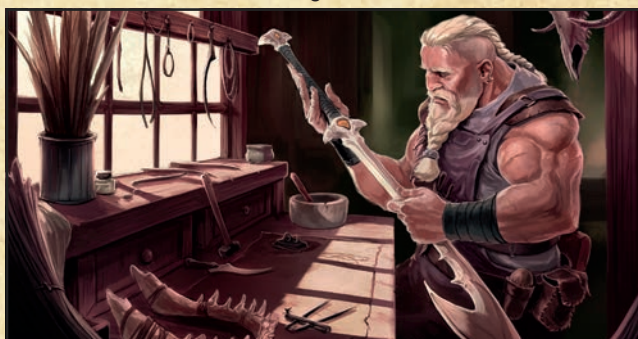
So, should you learn magic by praying, by studying, or, gods forbid, going out there and making lots of new friends? No. You might learn magic in any of these ways, but if you do so, you've made a mistake. You've accepted a paradigm that has lessened your magic, lessened you, and restricted you to only some of what magic can offer. Magic is life. Magic is all. So, to learn magic in the truest sense, you must take life. There's no way around it. All creatures that eat live by taking life, and that is also how you must learn magic if you wish to learn it all. Find a creature with magic, study it, learn it, truly know it... and kill it. Collect a token from its remains to remind you, always, of what you have learned from its uniqueness. This will open the pathway to true power and allow you to truly do anything.

Do Fey care one whit for the fact that druids don't know how to use their primal magic to cast many illusions or enchantments? No! They bask in the possibility of the impossible, and they make it happen because magic is a part of them. And as it becomes a part of you, so too will you be able to perform wonders that the other mages look upon in envy.

—From *On Monsters and Magic*, the definitive text on monster magic, written by the monster mage Zara

KEY TAKEAWAYS ABOUT BATTLEZOO BESTIARY:

- A massive tome of over 100 monsters
- Award-winning monsters by RPG Superstar contest winners, with design and development work by former Paizo senior developer and current Wizards of the Coast designer Patrick Renie



- New monster part system to refine magic items and imbue them with mystic properties
- Over fifty properties and paths to imbue into your magic items



- Three new monster hunting backgrounds
- Monster mage archetype to learn spells from monsters and vestige hunter archetype to gain their special abilities

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VENOMOUS SNAKEDAD

**GOLD AWARD
RPG SUPERSTAR 2020
BY HEINE STICK**

VENOMOUS SNAKEDAD LOCATIONS

Venomous snakehead are more common in places where snakes are held in high regard and humanoids are not. Underground cities, desert temples, and jungle towers might all host these foul creatures, whether as sadists' slaves, pharaohs' servants, or wizards' guardians.



Venomous snakehead are horrific creatures created through vile arcane means during which the sacrificial victim—always a sentient, humanoid creature—is bitten numerous times by poisonous snakes. All the while, dark incantations are chanted and snake blood is poured onto the sacrifice's lacerations. These rites strip the creature of its sentience and transform it into a mindless abomination.

A venomous snakehead retains its humanoid body but shows clear signs of its fate. Its body is covered in bite marks and its veins swell with stagnant black, green, and purple fluids. The eyes of a venomous snakehead have a similarly black, green, or purple hue to them. Its mouth sports fangs dripping with venom, but most telling of all is the creature's sinewy neck, lengthened in the process of the creation rites and imbued with necromantic strength.

While a venomous snakehead is a mindless creature and, as such, does not have a sense of society, the arcane magic used to create it binds the creature to others of its kind. If its creator is killed or willingly releases the venomous snakehead, it will naturally be drawn to other snakehead. It is not unheard of for venomous snakehead to gather in large groups or even hordes, and witnesses of such phenomena speak of the beings' hivemind-like behavior and the display of their own unique profane rituals. What, exactly, these rituals accomplish is anyone's guess.

It is said that venomous snakehead were first created by a coven of witches serving strange serpentine demons. The witches sought to create a creature in their patrons' image, a creature that would do the witches' bidding in the mortal realm. They were more successful than they had dared hope, for the snakehead shared a mystical connection not only with the divine, but with other snakehead. Realizing the untapped potential of this link between snakehead to spread their demonic overlords' message, the witches spread the means of creating snakehead to other wizards and necromancers throughout the land, allowing their snakehead creations to gather together and wreak death upon the world.

VENOMOUS SNAKEDAD

CREATURE 2

NE MEDIUM MINDLESS UNDEAD

Perception +6; low-light vision

Skills Acrobatics +7, Athletics +8
Str +4, **Dex** +3, **Con** +3, **Int** -5, **Wis** +0, **Cha** -2
AC 17; **Fort** +11, **Ref** +9, **Will** +4
HP 40, negative healing;
Immunities death effects,

disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5

Coiled Opportunity ➤ As Attack of Opportunity, but the venomous snakehead can use this reaction only if it's benefiting from Coil Neck.

Speed 20 feet

Melee ➤ fangs +12 (reach 10 feet), **Damage** 1d8+6 piercing plus snakehead venom
Melee ➤ fist +12 (agile), **Damage** 1d10+6 bludgeoning

Coil Neck ➤ The venomous snakehead coils its neck, increasing its reach with its fangs from 10 to 15 feet. After the snakehead Strikes with its fangs, its neck becomes uncoiled.

Snakehead Venom (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison (1 round); **Stage 2** 1d6 poison and drained 1 (1 round)

Winding Neck A venomous snakehead's fangs Strike ignores cover and greater cover against creatures adjacent to the snakehead.



SAPPHIRE DRAKE

COPPER AWARD
RPG SUPERSTAR 2020
 BY DARRAN CALDEMEYER



Sapphire drakes stalk mineral-rich caverns and volcanic islands all over the world, appearing in roughly the same locales as their namesake gemstones. With beautiful crystalline scales, broad blue wings, and ferocious tempers, sapphire drakes strike a surprising balance between beauty and brutality.

Even more so than most drakes, sapphires are extremely covetous of treasures such as gold, jewels, and pieces of art. Unfortunately for many would-be treasure hunters, sapphire drakes are also extremely good at hiding their wealth. These greedy dragons tend to quietly lair in remote places far from humanoid settlements, such as sea caves on distant islands, the lowest levels of gem-encrusted caverns, or the outer rims of scorching, sacrifice-laden volcanoes.

Sapphire drakes are also prone to enslaving smaller creatures, which they accomplish by playing on humanoids' predictable tendency toward greed. To acquire such servants, a sapphire drake will simply grant a humanoid supplicant a grandiose title, some chosen trinkets from its hoard, and command this new minion to dominate its fellows. While sapphire drakes are not particularly intelligent creatures, they understand their own weaknesses and value the knowledge and loyalty of their humanoid prizes. Sapphire drakes strongly detest falsehoods or illusions, and quickly eradicate any underlings they suspect of treachery.

SAPPHIRE DRAKE

Large dragon, neutral evil

Armor Class 15 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 25 ft., climb 25 ft., fly 80 ft.

STR 19 (+4) **DEX** 15 (+2) **CON** 18 (+4) **INT** 9 (–1) **WIS** 14 (+2)

CHA 14 (+2)

Saving Throws Con +7

Skills Intimidation +5, Stealth +5

Damage Resistances fire; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities paralyzed

Senses darkvision 60 ft., passive Perception 12

Languages Draconic

Challenge 7 (2,900 XP) **Proficiency** +3

Keen Smell. The drake has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The drake can use Bone-Shaking Hum. It then makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Bone-Shaking Hum. The drake strikes its own crystal hide, causing its body to emit a resonating hum. Each non-dragon creature within 20 feet of it must make a DC 15 Constitution saving throw. On a failure, the creature's speed is halved until the end of its next turn. On a success, the creature is immune to this effect for 1 minute.

Embershard Breath (Recharge 5–6). The drake exhales flaming blue crystals in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 14 (4d6) piercing damage plus 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. The area becomes difficult terrain for the next minute; when a creature starts its turn in the area or enters the area for the first time on a turn, it must succeed on a DC 15 Dexterity saving throw or take 3 (1d6) piercing damage and 3 (1d6) fire damage.

REACTIONS

Harden Scales. When the drake fails a Constitution saving throw, it rerolls the saving throw. For the next minute, its speed is reduced by 10 feet and it can't use this ability again.



PORTALS



PORTALS

CGA 13001..... \$45.00 | Available September 2023!

A long time ago, the great wizard Dominick Dey discovered a way to travel between different worlds. He learned how to open portals using elemental magic: air, earth, fire, water, and time. Dominick spent many centuries visiting the most incredible corners of the Universe, bringing home all manner of amazing artifacts, strange fruits, and exotic creatures. But one day he did not come back home.

Whether misfortune befell him, or whether he found a place that he did not wish to return from — his fate is still unknown.

TRAVELERS BETWEEN WORLDS

Portals is an abstract strategy game with a solo mode. In *Portals*, players collect magic keys and use them for opening portals to other worlds to follow the path of the famous wizard. During the game, players draft Elemental stones to complete various shapes on Key cards. By activating completed Key cards, players fill Elemental boards with stones and gain Victory Points for matching colors and adjacency.

The game is quick to learn and teach and is suitable for a family audience. Vibrant colors, a player-friendly design and eye-catching stones make the game a pleasure to play. However, under the appealing surface lies a challenging and crunchy game that works well as a filler for geeks.

Portals is full of close player interaction — all boards and tokens are shared with other players, so no one is detached from the game, and everyone will eventually be messing with each other's plans. Key cards and stones are drawn randomly, so players will have to adapt to the circumstances, and there's no 'one size fits all' winning strategy.

PREPARING THE PORTAL

Setup is pretty simple and straightforward, and the main thing there is to know that most of the components are placed *between* players. During the game, a player has access only to components that are to the left and right of them, and obviously share those with other players.

The game is played over the course of 4 rounds, with each round having three phases.

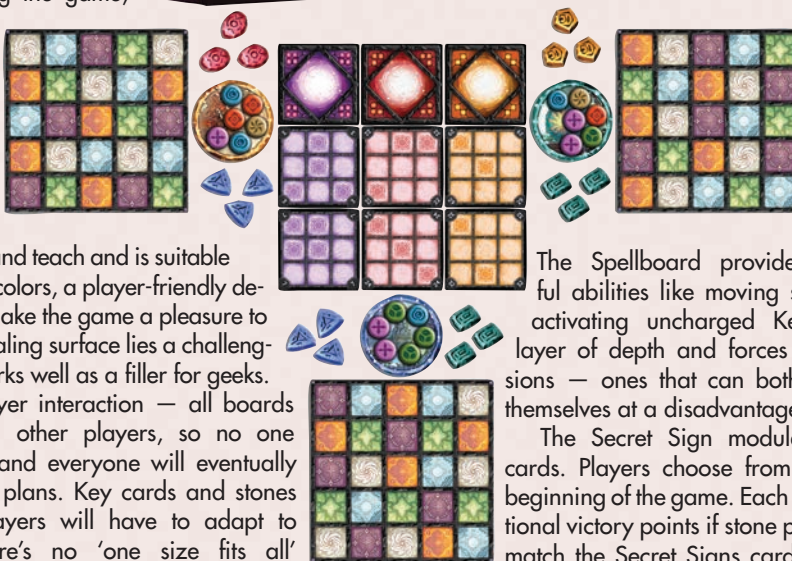
First, players collect Key cards and stones. Each Key card has a pattern that has to be filled with stones in order to activate it. Stones are taken from one of the two available Circles of Elements that are

placed between players (one on a player's left and another on that player's right). So, each participant competes with two other players for the stones they need!

In the second phase, players check if they have activated their Key cards — that is, if all special icons of the card's pattern are covered with stones. A player then transfers all the stones from activated cards to one of the two available Elemental boards that they share with other players.

Transferring stones can be tricky, as players have to place them in the exact same pattern as they were on their Key cards (the pattern can be rotated 90 or 180 degrees, though). After that, players discard Key cards and get victory points for stones transferred to squares with matching colors, and for color adjacency.

At the end of the round, players place new stones on Circle of Elements and get ready for the next round. After four rounds, the game ends, and the player with the most Victory Points wins.



LOOKING FOR SECRET SIGNS

Portals come with two additional modules. The Magic Spells module adds a special Spellboard that players can place their stones on instead of Key Cards.

The Spellboard provides players with new powerful abilities like moving stones on Elemental boards or activating uncharged Key cards. This adds another layer of depth and forces players to make harder decisions — ones that can both win them the game and put themselves at a disadvantage.

The Secret Sign module introduces hidden objective cards. Players choose from 1-3 Secret Sign cards at the beginning of the game. Each card rewards players with additional victory points if stone patterns on the Elemental boards match the Secret Signs cards... but players lose points for each unmatched Secret Sign card at the end of the game.

The game also features a Solo Mode, which includes both modules. The key difference is that a player takes stones from an Elemental board randomly filled with 25 stones. A player takes one stone each turn, taking them from left to right, top to bottom. So, the game is played over 25 turns, and a player knows exactly which stones they'll have to take.

Other rules pretty much stay the same, and at the end of the game, the player compares their score to the Achievement table, which rates them from a mere Apprentice to the mighty Master Mage.

Do you have what it takes to become a master of your craft and travel between the worlds?

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ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



GAME TRADE MAGAZINE #286

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 286\$3.99

ART FROM PREVIOUS ISSUE

25TH CENTURY GAMES

THE HUNT

The Hunt is an asymmetric duel in which one player assumes the leadership of the British Royal Navy, while the other player represents the German Kriegsmarine. Each player has their own deck of cards. In order for the German side to win, it must stay hidden from the British while sinking five cargo ships. The British player must hunt down and fight the Admiral Graf Spee in a final naval battle, in which case the side that ends up with less damage wins. Scheduled to ship in November 2023.

25C 45000\$35.00



2TOMATOES GAMES



THROUGH ICE AND SNOW

It's the era of discovery! The British Empire needs to find new naval trade routes to Asia, so it launches numerous expeditions to the Arctic in search of the Northwest Passage. In *Through Ice and Snow*, you and your friends will travel through the Arctic and compete to become the most prestigious explorer by documenting species, mapping treacherous lands, and uncovering the elusive Northwest Passage. Scheduled to ship in January 2024.

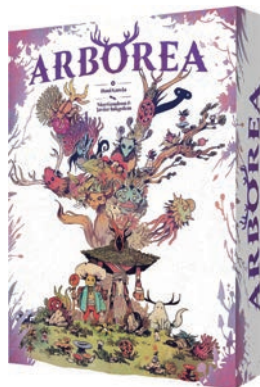
2TG T101\$35.00

ALLEY CAT GAMES

ARBOREA

Welcome to the world of *Arborea*. You are a Patron Spirit, guiding your villagers to heal and grow the landscape around them by sending them on pilgrimages and building your personal Ecosystem. *Arborea* is a worker placement euro game where time, and planning ahead, is key. During the game, players will place workers on Action Tracks ("Pilgrimage"). These tracks will then advance, moving all workers with them. The farther the Action Tracks move, the better the Rewards gained when workers are activated. Scheduled to ship in September 2023.

ACG 074\$54.99



ARCANE TINMEN

DRAGON SHIELD ROLEPLAYING: DICE COMPANION



BLOOD RED

ATM 50027\$44.99



IRON GREY

ATM 50026\$44.99

DRAGON SHIELDS: (100) (DISPLAY 10)



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ATM 12100\$13.99



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MATTE DUAL - TRUTH

ATM 15060\$14.99

DRAGON SHIELDS: JAPANESE (60) (DISPLAY 10)



BRUSHED ART - DRAGON 2023

ATM 12620\$9.49



MATTE DUAL - JUSTICE

ATM 15161\$9.99



MATTE DUAL - TRUTH

ATM 15160\$9.99



DRAGON SHIELDS: PLAYMAT - HALLOWEEN 2023 (DISPLAY 20)

ATM 20520\$24.99

ARCANE WONDERS

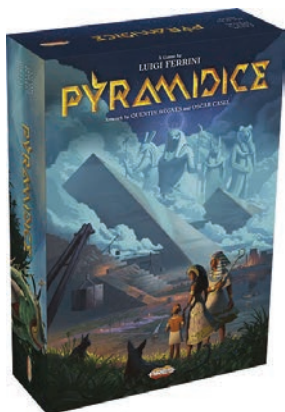


WORLD WONDERS

Take on the role of the great leaders of the past to build your own Ancient City. Each player will use their Gold each round to build tiles that will increase their city's economy. A city that produces more food and generates commerce brings more population. Make your city grow! There are 5 types of buildings, and each of them provides a type of resource that will make your city evolve from a simple settlement to the largest city in the world. If your buildings are completely enclosed from all sides, you've created a very well-planned city block. This will earn you a lot of points. To place new buildings to your city, you will also need a lot of roads. Scheduled to ship in December 2023.

AWG AW19WW \$49.99

ARES GAMES



PYRAMIDICE

Upon the Giza plateau, the eminent architects of Ancient Egypt are summoned by the Pharaoh. The challenge transcends mere tomb construction; it encompasses the creation of engineering marvels - monuments destined for veneration, to elevate the Pharaoh's honor eternally towards the heavens. It's not all about engineering and labor, though. The covert rivalry among architects simmers like a concealed serpent, poised to strike. Follow your plans, build the Pyramids brick by brick, but don't forget to call upon the benevolence of the Gods! Scheduled to ship in December 2023.

AGS AREU006 \$39.90



WAR OF THE RING: 2ND EDITION - KINGS OF MIDDLE-EARTH

Kings of Middle-earth, the New expansion for *War of the Ring Second Edition*, introduces Sovereigns and Dark Chieftains. These two new types of Characters represent important personalities of Middle-earth with a vital role in the War of the Ring. The Sovereigns of the Free Peoples were targeted by Sauron's attempts to bend the will of the peoples opposing him - using the palantiri (the seeing stones), through emissaries, like Grima, and possibly with other subtle and deceitful means. Scheduled to ship in December 2023.

AGS WOTR015 \$44.90

BANDAI CO.



DIGIMON TCG: OFFICIAL SLEEVES (2024) SET 1 DISPLAY (12)

Contains 12 assorted Digimon sleeve packs with 60 sleeves each. Four all new designs. Scheduled to ship in April 2024. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 9042311 PI

DRAGON BALL SUPER TCG: FUSION WORLD

SPOTLIGHT ON



SET 01 AWAKENED PULSE BOOSTER DISPLAY (24) (FB01)

The *Dragon Ball Super Card Game* players have enjoyed since 2017 will continue in Masters while Fusion World provides a welcoming environment to new players: simple to learn, hard to master! These two *Dragon Ball Super Card Game* titles will expand the game area connecting even more *Dragon Ball* fans. Players can rest assured that the current game's cards will remain playable in Masters. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2710077 PI

BROLY STARTER DECK DISPLAY (6) (FS03)

Each deck has its own different theme and characters. The Leader and the three types of Super Rare cards feature a foil design. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2710250 PI

OFFICIAL CARD SLEEVES DISPLAY (12)

64 sleeves per pack, 4 different designs. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 9043640 PI

FRIEZA STARTER DECK DISPLAY (6) (FS04)

Each deck has its own different theme and characters. The Leader and the three types of Super Rare cards feature a foil design. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2710251 PI

SON GOKU STARTER DECK DISPLAY (6) (FS01)

Each deck has its own different theme and characters. The Leader and the three types of Super Rare cards feature a foil design. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2710078 PI

VEGETA STARTER DECK DISPLAY (6) (FS02)

Each deck has its own different theme and characters. The Leader and the three types of Super Rare cards feature a foil design. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2710079 PI

ONE PIECE TCG

SPOTLIGHT ON



FLANKED BY LEGENDS BOOSTER DISPLAY (24) (OP-06)

This set features mainstay pirates Zoro and Sanji, along with many related characters! It is highly synergistic with ST-12, while also offering several popular characters not found in ST-12. This set includes a mix of new and old themes, including Germa 66 and Thriller Bark! It introduces Sanji's sister, Reiju from Germa 66, along with FILM theme cards in new colors. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2716222 PI

ONE PIECE

CARD GAME

FLANKED BY LEGENDS DOUBLE PACK SET V3 DISPLAY (8) (DP-03)

As the next best product for value after boosters, this item will appeal to general consumers and increase exposure to the *One Piece* Card Game in stores. The packaging doubles as a card case making this product more economical, accessible, and collectible. Each set will include 1 randomly selected DON!! card with exclusive designs, encouraging multiple purchases to collect both of them. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2716227.....PI

ZORO AND SANJI STARTER DECK DISPLAY (6) (ST-12)

This deck is made up entirely of new cards and centers on two beloved characters - Zoro and Sanji! It also features many popular and minor characters familiar to the two pirates. It introduces a new green-blue Leader card - Zoro x Sanji. As the first hybrid Leader, this card opens the scope for new approaches to gameplay. The green and blue cards featured in this pack have perfect synergy with the booster pack released in the same month. Combine both to broaden the range of available strategies! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2716221.....PI

BATTLE SYSTEMS

BATTLE SYSTEMS TERRAIN CORE SETS

Scheduled to ship in November 2023.



URBAN CITY BLOCK

BST UAC001\$109.99



URBAN SHANTY TOWN

BST UAC002\$109.99



URBAN ART DECO HIGH-RISE

BST UAE004.....\$52.99

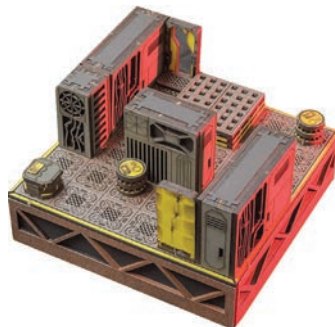
BLACK SITE STUDIOS



DEMON SHIP: CORE BOX

Grab your blaster and battle axe and stomp into the depths of the *Demon Ship*. A solo micro tabletop game! You are the Survivor, the last remaining crew member on a Spaceship caught in an interdimensional portal. Demonic creatures now prowling every corner of the ship, threatening to stop you from escaping, but that's handy for you because you are awesome and those Demons invaded the wrong vessel. Can you restore power to the ship, engage the emergency protocols (and the self-destruct sequence) and escape before it all goes to hell? Scheduled to ship in December 2023.

BSS DMN001\$39.99



DEMON SHIP: TERRIAN SET

Designed to work with the *Demon Ship* rules written by Malev. This kit contains platforms, switches, barrels, doors, and hatches. Scheduled to ship in December 2023.

BSS DEMONSHIP1\$59.99



HAMETSU RPG: CORE RULEBOOK (HARDCOVER)

Hametsu is a solo / co-op monster hunting game set in post-apocalyptic feudal Japan. You take on the role of Hunters, warriors trained to fight back against a tide of Oni demons and mythical creatures let loose by The Cataclysm. You will choose from nine distinct classes, spread across three different schools, and create interesting and powerful Hunters. Scheduled to ship in December 2023.

BSS HAME001\$59.99

PATHFINDER

PATHFINDER RPG: RAGE OF ELEMENTS SPELL CARDS

The power of the elements can be overwhelming for some, but these cards give you control over elemental fury! This deck contains over 240 elemental spells across all traditions of magic.

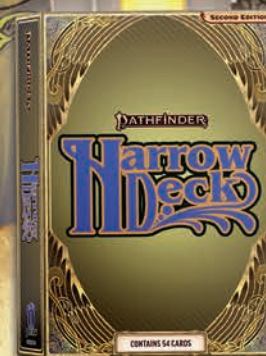
PZ02237 MSRP \$34.99



PATHFINDER FLIP-MAT: PLANES OF METAL AND WOOD

Otherworldly realms exist beyond the edges of the Universe, realities where the very structure of the worlds themselves are made entirely of metal or wood!

PZ030134 MSRP \$16.99



SUPER-DELUXE HARROW DECK

Divine your destiny with the legendary fortune-telling cards of Pathfinder's Age of Lost Omens setting!

PZ02236

MSRP \$39.99



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GAMES

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GTM

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2023

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YAFSIGA: CALL OF THE REACH CARD DECK

The official *Yafsig: Call of the Reach* scenario deck is the ultimate companion for your games of Yafsig. All of the rules contained in this deck are also featured in the core rulebook, this item is to make the process of generating a game a little quicker and more streamlined. Scheduled to ship in November 2023.

BSS FAN9905 \$59.99

BRAINCRACK GAMES



THE GIG

In *The Gig*, players are members of a jazz group, improvising their way through a song, vying for the spotlight and trying to please the audience whilst working up mind-blowing solos! Boasting a unique theme, mechanics, and simple 'pick up and play' rules, *The Gig* is a one-of-a-kind game with a ton of replayability (11 instruments, 15 songs, 30 setlists, modular rules and a solo mode by Dávid Turczil) to keep you coming back for another jam session! Scheduled to ship in December 2023.

BCG GIG01 \$40.00

BROOKSPUN GAMES



LEGACIES: STANDARD EDITION

Legacies is unique in its integration of primary mechanisms including: multi-use cards, market manipulation, area control/worker placement, variable round-ends, variable player powers, and variable scoring. Many paths exist to build your fame, but it would be foolish to focus only on your own heirlooms and industries as that path will likely benefit your opponents more than it will benefit you. Scheduled to ship in October 2023.

BRS GLGCST1 \$100.00

CANTERVILLE GAMES



SECRETS IN THE SAND

Secrets in the Sand is an archaeological adventure of fast-paced strategy. Two to six players compete to discover lost tombs, racing over desert sands, through jungles oases and across rivers...but beware of dangers along the way! Scheduled to ship in November 2023.

CNG SITS001 PI

CAPSTONE GAMES



WANDERING TOWERS: MINI-EXPANSION 2

Includes 2 new Magic Spells to help your wizards get to Ravenskeep! Scheduled to ship in September 2023.

CSG ABTOW03 \$4.95

CATALYST GAME LABS

SPOTLIGHT ON



BATTLETECH: BATTLEMAT - ALPHA STRIKE - AERO BASE 1

Roll out your battlefield and prepare for heavy-metal mayhem with a durable, two-sided 22" x 36" neoprene gaming mat featuring all-new high-quality art. Hexless design compatible with the Alpha Strike system.

CAT 35800V \$39.99

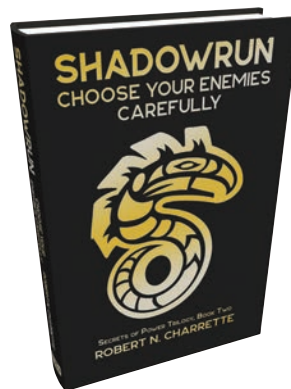
SPOTLIGHT ON



BATTLETECH: BATTLEMAT - ALPHA STRIKE - AERO BASE 2

Roll out your battlefield and prepare for heavy-metal mayhem with a durable, two-sided 22" x 36" neoprene gaming mat featuring all-new high-quality art. Hexless design compatible with the Alpha Strike system.

CAT 35800W \$39.99

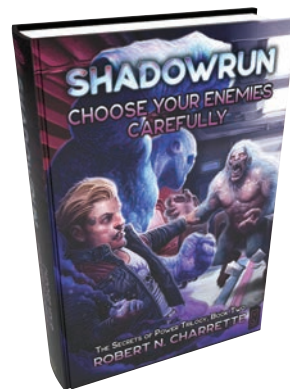


SHADOWRUN: CHOOSE YOUR ENEMIES CAREFULLY

When Magic returns to the Earth, its power calls to Sam Verner. As he searches for his missing sister through the slick and scary streets, his quest leads him across the ocean to England, where druids rule the land...and the throne. But all is not what it seems, and Sam and his new shadow friends are plunged into a maze of madness on the trail of a sinister cult plotting to create wanton destruction. The limited-edition hardcover edition of *Choose Your Enemies Carefully* features new cover artwork and a brand-new introduction by the author. Scheduled to ship in September 2023.

COLLECTOR'S EDITION LEATHERBOUND CAT 27801C \$24.95

PREMIUM HARBACK CAT 27801P \$19.95



SHADOWRUN: FIND YOUR OWN TRUTH

He was only a "beginner" shaman, but Sam Verner had to find a cure to break the curse on his sister. Only something of great magic would do the trick. His quest took him to a mystical citadel in Australia, where, with the aid of his shadowrunner friends, he recovered a strange and powerful artifact he hoped would prove helpful. But instead of help, an unexpected and ancient terror was released—one that erupted into a shadow war for dominion over an awakened Earth. The limited-edition hardcover edition of *Find Your Own Truth* features new cover artwork and a brand-new introduction by the author. Scheduled to ship in September 2023.

COLLECTOR'S EDITION LEATHERBOUND CAT 27802C \$24.95

PREMIUM HARBACK CAT 27802P \$19.95

SPOTLIGHT ON



SHADOWRUN: NEVER DEAL WITH A DRAGON

For Sam Verner, living in the womb of the Renraku conglomerate was easy, until his sister disappeared and the façade of the corporate reality began to disintegrate. Now Sam wants out, but to "extract" himself, he has to slide like a whisper through the deadly shadows the corporations cast, into a completely different world where his first wrong move may be his last...the world of *Shadowrun*. The limited-edition hardcover edition of *Never Deal with a Dragon* features new cover artwork and a brand-new introduction by the author. Scheduled to ship in September 2023.

COLLECTOR'S EDITION LEATHERBOUND CAT 27800C\$24.95
PREMIUM HARDBACK CAT 27800P\$19.95

DMDAVE PUBLISHING



HORROR RPG

Descend into the depths of darkness with our *Horror RPG*, powered by the chilling and immersive Year Zero Engine. In this haunting journey, you will face your deepest fears and confront twisted nightmares that will shake you to your core. Prepare to confront supernatural terrors and sinister beings that lurk in the shadows, waiting to claim their next victim. Scheduled to ship in October 2023.

DMD 1050001\$9.99



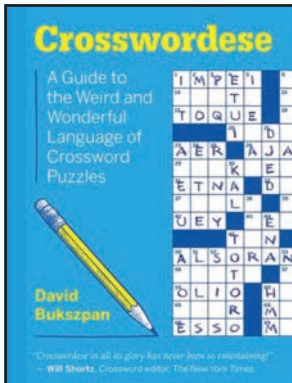
HORROR RPG:

THE DINER SCENARIO

Introducing *The Diner Horror RPG Scenario Book*, straight out of the twisted realms of the 1980s! Get ready for a heart-pounding, spine-tingling adventure that will keep you on the edge of your seat! Step into the retro world of the eponymous diner and brace yourself for five pulse-pounding scenarios that will send shivers down your spine. Scheduled to ship in October 2023.

DMD 1050002\$22.00

CHRONICLE BOOKS



CROSSWORDESE

Crossword puzzles have a language all their own. This astonishingly entertaining guide to grid lingo will improve your game while it fills in the hows, whys, and history of this quirky idiom. *Crosswordese* is a celebration of the weird and wonderful language of crossword puzzles, and its evolution over time, from antiquity to the gae of LOL and LIZZO. Because the crossword lexicon is all about wordplay and changing cultural references, this delightfully gifty gamechanger is much, much more than just a dictionary. Scheduled to ship in November 2023.

CHR 3027\$22.95

DOUBLE COMBO GAMES



MAGE NOIR

Mage Noir is a whole new take on dueling strategy card games. Harness the might of the elements and become a Mage Noir, one of the most powerful beings to ever exist. Thanks to its fresh mechanics packaged in simple rules, *Mage Noir* is the perfect game to discover the thrill of outwitting your opponent with your magical abilities. With the unique shared Mana pool system, unveil a simple-to-use yet deeply strategic system that will reward smart planning and bold decisions. And with the spell crafting system, experience highly customizable gameplay. Scheduled to ship in October 2023.

DCG MN001\$50.00

CROSSCUT GAMES



EMPIRE OF THE STARS

Based on the award-winning *Galactic Emperor* game, this completely new experience gives each of 2-4 players one of 30 asymmetric powers and control of their own throne and sector of the galaxy. Using a unique action selection system, the game plays over several rounds, and within each round, the roles players choose determine what happens next. There are seven different roles: Explorer, Merchant, Steward, Engineer, Scientist, Warlord, and Regent. All players get a turn to act during each role, so the game is fast paced and everyone is always playing. Scheduled to ship in October 2023.

CCG 205\$75.00



MAGE NOIR: THE LONE MAGE EXPANSION

With *The Lone Mage* expansion, confront formidable adversaries either by yourself or alongside a group of up to 4 Mages, immersing yourself in an exhilarating cooperative experience. Adapt your strategies to overcome the three distinct adversaries, each offering two levels of difficulty. Push your limits even further by embracing challenges designed to test your skills. Scheduled to ship in December 2023.

DCG MN004\$15.00



MAGE NOIR: WAY OF THE TIME-BENDER EXPANSION

Discover the secret world of The Circle and learn magic. With this expansion, you can now wield the power of the Arcane element, manipulating space and time at your command to create lethal combinations. However, be cautious, as the intricacies involved may push you to the brink of madness. Scheduled to ship in December 2023.

DCG MN003\$15.00



MAGE NOIR: WAY OF THE WARRIOR-MAGE EXPANSION

With this expansion, harness the power of the Mineral element, equip sturdy armor, and become invincible before unleashing devastating meteors upon your opponents. This expansion includes 54 new spells that delve deeper into the world of Mage Noir and enhance your deck-building capabilities. It requires the base game to be played. Scheduled to ship in December 2023.

DCG MN002.....\$15.00



DPH GAMES



RIISING STORM: THE STARBORNE

An easy to learn tactical sci-fi card game where faction leaders battle for planetary supremacy. With diplomats, assassins, mercenaries, and a dynamic array of characters at your command, assemble your faction from a card draft and strategize for a triumphant takeover across three intense challenges. Based on the works of author Patrick Thomas and his series of stories about the 142nd Starborne. Scheduled to ship in December 2023.

DPH RS42.....\$24.99

DRANDA GAMES



PIONEER RAILS

In *Pioneer Rails*, you represent a railroad owner who has seen an opportunity to expand your empire across the new lands of the frontier. You'll compete against other railroad owners to plan your railway in the best way possible to connect establishments to the railroad and satisfy the demands of the locals. Scheduled to ship in December 2023.

DRN PR001.....\$25.00

DRINKING QUEST



CHEESE FACTORY

Jason Anarchy and Tiny Snek Comics join forces once again to make the definitive game about cheese craft. We did no actual research about cheese before we made this game. Make your own Dr. Seuss-esque cheese factory with ridiculous machines, strange animal chefs and nonsense ingredients. Scheduled to ship in October 2023.

DRQ CHE001.....\$24.99



SELF CARELESS

Self Careless is a cozy game of Life Balance in a time where that's a bit more challenging to achieve. Cartoonist Cassandra Calin and Designer Jason Anarchy bring you a relatable game for 1-2 players to pass the time between balancing one's own life. Scheduled to ship in October 2023.

DRQ SEL001.....\$24.99

DV GIOCHI

SPOTLIGHT ON



ALIBI

Three intricate murder mystery games of 1 hour each, inspired by murder mystery dinners. Scheduled to ship in January 2024. DVG 9999.....\$34.99

EAGLE-GRYPHON GAMES

FEDERATION

Federation is an interactive Eurogame with an innovative double-sided worker placement mechanic. Every time you place a worker, you must decide if that worker will vote in favor of legislation that helps your cause or provides funding for local improvement projects. Every action is critical. At the end of the year, the votes are counted, and whichever legislation becomes law offers points for the players who have the highest level of influence in that area. Scheduled to ship in November 2023.

FRD 102427.....\$65.00



EVIL GENIUS GAMING



EVERYDAY HEROES RPG: THE VAULT - RULES COMPENDIUM VOL. 1

Get ready to shift your *Everyday Heroes* game into overdrive! Evil Genius Game has collected a year's worth of incredible new rules for *Everyday Heroes* into one amazing compilation. Whether you want to battle gigantic monsters with awesome mechs, live forever as an immortal warrior, tap into the power of ritual magic, play a mutant warrior, mod yourself with cyberware, become a billionaire, or just shoot an incredible array of new weapons, this is your book! Scheduled to ship in November 2023.

EVL 11000.....\$49.99

FANROLL

DRAGON STORM INCLUSION RESIN DICE SETS (7)

Scheduled to ship in November 2023.

GREEN DRAGON

MET 10935.....\$19.99



SPOTLIGHT ON



RED DRAGON

MET 10934 \$19.99

DRAGON STORM SILICONE DICE SET (7)

Scheduled to ship in November 2023.



BLACK DRAGON SCALES

MET 10933 \$19.99



GREEN DRAGON SCALES

MET 10932 \$19.99

SPOTLIGHT ON



RED DRAGON SCALES

MET 10931 \$19.99

DRAGON STORM VELVET COMPARTMENT DICE BAG

Scheduled to ship in November 2023.



GREEN DRAGON SCALES

MET 9104 \$19.99



RED DRAGON SCALES

MET 9103 \$19.99

FREE LEAGUE PUBLISHING



TALES FROM THE LOOP RPG - THEY GROW UP SO FAST EXPANSION

In these four adventures, that together forms a campaign spanning the seasons of a year, the Kids will be tested to the limits of their abilities. When an ordinary camping trip turns into something else, they will discover that friends come in all sizes and forms, and even from different worlds. Together they will go on an adventure they will never forget.

FLF TAL025 \$33.99

FUNNYFOX



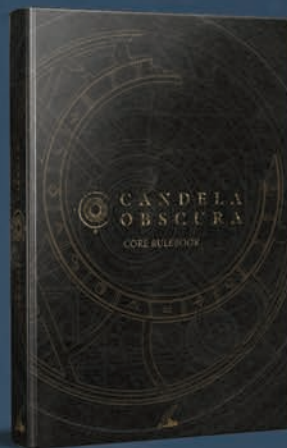
NAUTILUS ISLAND

You are shipwrecked on a mysterious and deserted volcanic island. In the wake of a storm, you come across a grounded and abandoned submarine: The Nautilus. You must explore it from top to bottom, and will need to collect as many objects as you can to ensure your survival, repair the submarine, and leave the island before the other castaways. Scheduled to ship in October 2023.

HBG FUNAU01EN \$29.99



COMING SOON!



Candela Obscura Core Rulebook

A new investigative horror RPG in a gilded world simmering with occult magic, using the Illuminated Worlds System and featured in a new show on Critical Role!

MSRP: \$39.99

RELEASING
OCTOBER/NOVEMBER



Caper Cards: Bells Hells

Assemble the members of Bells Hells to pull off a legendary heist in this cooperative card game!

MSRP: \$14.99

RELEASING OCTOBER

GAMES

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GTM

OCT
2023

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COMING
SOON

STAR TREK: AWAY MISSIONS Q ORGANIZED PLAY KIT



Star Trek Away Missions Organised Play launches with the Q OP Kit, host exciting in-store events with exclusive prize support. Designed to help you run exciting events, this kit is designed to help grow your in-store community.

Q, an enigmatic entity from the Q Continuum, delights in spreading chaos in the lives of mere mortals, instilling valuable lessons in the process. This organized play kit has everything you need to play a four game campaign for up to 10 players. Perfect to bring your gaming group together for a big event or ongoing meetings.

Contains:

- 10 Q Miniatures & Character Cards
- 150 Cards
- 62 Tokens

NOVEMBER

STA-OP01

\$25

COMING
SOON

STAR TREK: AWAY MISSIONS CAPTAIN PICARD EXPANSION



Captain Picard returns to the site of the Battle of Wolf 359 to establish peace between the squabbling factions and restore the primacy of the Federation in interstellar matters.

Contains:

- 5 Miniatures and Character Cards
- 70 Mission and Support Cards
- 1 Core Mission Card
- 16 Tokens

NOVEMBER

STA006

\$25

STAR TREK: AWAY MISSIONS HOUSE OF DURAS EXPANSION

COMING
SOON



The Duras Sisters take the remains of their house to Wolf 359 in the hope of finding plunder to finance their return to Klingon politics and to redeem their honor - by any means necessary.

Contains:

- 5 Miniatures and Character Cards
- 70 Mission and Support Cards
- 1 Core Mission Card
- 9 Tokens

\$25

STA007

NOVEMBER

ALIENS: ANOTHER GLORIOUS DAY IN THE CORPS

BEST SELLER

Aliens: Another Glorious Day In The Corps is a co-operative survival boardgame where you and your team of specialist Colonial Marines will gear up with serious firepower and head into Hadley's Hope to find survivors and answers.

- Recreate awesome scenes from the movie
 - Play iconic characters
 - Dynamic co-op gameplay
 - And all the Aliens you can kill!



\$70

ALIENS11

AVAILABLE NOW



ALIENS: GET AWAY FROM HER YOU B * * * H! EXPANSION

NEW

You've had your first encounter with these bugs, but now you've got to find a way off this rock. It'll be 17 days before any rescue mission is called, and you'll be lucky to survive 17 hours!

- New Campaign Missions spanning the Queen's Lair, Landing Platform, and the U.S.S. SULACO.
- Expanded Campaign Missions from Another Glorious Day In The Corps, adding new paths and threats.

\$60

ALIENS13

AVAILABLE NOW



ALIENS: ULTIMATE BADASSES EXPANSION

NEW



This expansion provides new options for fighting the Xenomorph menace, adding even more badass Characters to the Aliens: Another Glorious Day In The Corps.

- Choose how to build your character to make it out alive

AVAILABLE NOW

ALIENS12

\$30

ALIENS: WE'RE IN THE PIPE, FIVE BY FIVE EXPANSION

NEW

This expansion brings the Sulaco's dropship crew; 'fly the friendly skies' as you fight off alien stowaways & attempt to rescue survivors.

- 2 crew members on the ground to provide support your Marines
- 4 New Alien Variants



\$30

ALIENS14

AVAILABLE NOW

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

GATE KEEPER GAMES

HALFSIES DICE UPGRADED CASE (7 POLYHEDRAL DICE SET)

Scheduled to ship in November 2023.



GAMMA

GKG H525\$14.95



SPIDER

GKG H531\$14.95



ROSE

GKG H512\$14.95



SUPER

GKG H513\$14.95

GHOST GALAXY



MINDBUG: FIRST CONTACT

A new dueling card game from Richard Garfield. Summon hybrid creatures and send them to battle against your opponent but be careful, your opponent may use one of their Mindbugs to take control of it. *Mindbug* is a easy to learn card game where you will try to outwit your opponent in a tactical duel in which having and playing the best card at the wrong time can be deadly to yourself. Scheduled to ship in October 2023.

GHO MB01\$19.99

IELLO



ALLEGRA

In *Allegra*, based on the public card game "Golf", you want to keep your score as low as possible, but to do this sometimes you must help your neighbors along the way.

IEL 70119\$14.99

GREY FOX GAMES



THE BAZAARS OF UBAR

The Bazaars of Ubar is a fantastical engine-building game that takes players to the mythical marketplaces of Ubar - the Atlantis of the Sands! Draft trade tiles from a common area, paying for them with time, in a marketplace where the costs shift like the sands from game to game. Make clever use of tradewinds to activate your drafted tiles again and again. Scheduled to ship in October 2023.

GFG 65632\$29.99



HELLTON PALACE

Somewhere, deep in the underworld, not far from the Styx and Elysian Fields, bellhops are preparing themselves to knock on their guest's doors. And YES : they ARE scared. In *Hellton Palace*, both players are managing a hotel, hiring bellhops to address their guest needs. But in the end, they know the place is going to collapse at some point... Try to outlast your opponent!

IEL 70031\$24.99

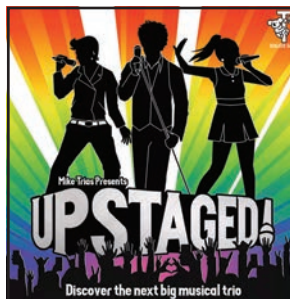
HULA-HOO!

Animals from around the world are gathering for the hula hoop championships. Their goal is to keep up the hoop for as long as possible. This is represented by cards. The goal is to get rid of all of your cards; or make all other players drop out ("drop their hoop"). Each player starts with five cards in their hand, plus five cards openly in front of them. When it's their turn, they can choose to play one of their open cards or one from their hand.

IEL 70120\$14.99



KOALATIE GAMES



UPSTAGED!

Upstaged! is a 2-4 person board and card game where players take on the role of a music industry mentor looking to form the next big trio. Players compete against each other by using cue cards to influence aspiring singers on a rotatable stage, the centerpiece of which is none other than the game's box itself. While the box is small and portable, four runways attach to it for gameplay to create a unique and eye-catching tabletop experience. Scheduled to ship in November 2023.

KOA 01000\$21.00

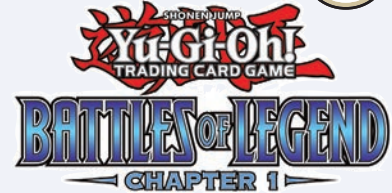
KONAMI DIGITAL ENTERTAINMENT

SPOTLIGHT ON

YU-GI-OH! TCG: BATTLES OF LEGEND - CHAPTER 1 BOX DISPLAY (8)

Battles of Legend: Chapter 1 brings you an encore performance for many of the most popular cards from *Battles of Legend: Light's Revenge*, *Battles of Legend: Relentless Revenge*, *Battles of Legend: Hero's Revenge*, and *Battles of Legend: Armageddon*, plus related cards from other past releases! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86125\$127.92



SPOTLIGHT ON

YU-GI-OH! TCG: VALIANT SMASHERS BOOSTER DISPLAY (24)

Take to the front lines and lead an all-out attack against your opponent with 3 new themes in *Valiant Smashers*! They belong in a museum, but instead the monsters of yesteryear rise again, and more powerful than ever, thanks to the netherworld realm of Mementolan! Send a never-ending army of monsters to wear down your foes, then recycle the pieces to Summon the new 5000 ATK Level 11 boss monster, *Tecutitlcal!* **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86347\$107.76



LEMERY GAMES

CHILI MAFIA: DELUXE EDITION

Chili Mafia is a set-collection party card game for 2-8 players. Compete to assemble the most powerful Chili Pepper Gangs (sets of cards) and become the most respected mafia boss. To win, score the most points at the end of the game. Scheduled to ship in December 2023.

LMG CM002\$43.00





CHILI MAFIA: GOODFELLAS EXPANSION

Feel like turning up the heat of the base game? The *Goodfellas Expansion* is just the right choice for you then! There are new characters on the scene, each with their own special ability. Scheduled to ship in December 2023.

LMG CM003\$13.00

LUCKY DUCK GAMES

SPOTLIGHT ON



DESTINIES: WITCHWOOD

Destinies: Witchwood offers more flexible quest paths, more narratively driven character goals and more ways to achieve them. The world is filled with folklore-inspired characters, monsters, and adventures. In each scenario, players will compete to fulfill one of their character's two possible Destinies. Players will develop their character's skills, gather items, complete quests, and uncover thousands of words of rich narrative. Scheduled to ship in November 2023.

LKY TLD-R04-EN\$40.00



KIDS CHRONICLES: THE OLD OAK PROPHECY

The second standalone game in the *Kids Chronicles* series - a family version of the worldwide bestseller *Chronicles of Crime*. A cooperative family game of adventure and mystery investigation, mixing a board game and app. An old prophecy says that danger is coming to the forest, and only the bravest people will be able to save this peaceful place. Scheduled to ship in November 2023.

LKY CCK-R02-EN\$20.00

SPOTLIGHT ON



KINGDOM RUSH: ELEMENTAL UPRISING

Kingdom Rush: Elemental Uprising is the standalone sequel to *Kingdom Rush: Rift in Time*. It is scenario-based and can be played as individual replayable scenarios or as a steadily evolving campaign leading up to big boss fights, hero challenges, and more. The game offers simple to learn rules with a high level of tactics for experienced gamers. Scheduled to ship in November 2023.

LKY KGE-R01-EN\$70.00



KIRI-AI: THE DUEL

Each player has a hand of cards that represent movements, attacks, or special attacks on the battlefield. At the beginning of each round, each player places two cards from their hand face down next to the battlefield, after which they resolve the actions one card at a time. Plan your movement and combat stances correctly to be the first to score two hits on your opponent to win! Scheduled to ship in November 2023.

LKY KIA-R01-EN\$14.99



- Create memories with your Tea Dragon!
- Based on the delightful Oni Press Graphic novel by K. O'Neill!
- Compatible with the original Tea Dragon Society Card Game for up to 5 players!

Explore Fantasy and Friendship with your Tea Dragon!

Restock Coming Soon!

MSRP \$25 Ages 10+ 2-4 Players 30-60 min
RGS01158



www.renegadegames.com

Based on the Oni Press graphic novel by K. O'Neill.
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The Tea Dragon Society is TM & ©2023 K. O'Neill.



IRONGUARD SUPPLIES

IRONGUARD MAGNA-ARMOR MAGNETIC CARD HOLDERS

Got some cards that are a little... thick? Protect those cards that have a little extra something something with our roomier 75pt, 100pt and 130pt Magna-Armor magnetic cardholders. No need to cram them into smaller cardholders and make things awkward. Available in a counter display of 20.

- 75pt Magna-Armor Holders DIA STL258372 PI
- 100pt Magna-Armor Holders DIA STL258374 PI
- 130pt Magna-Armor Holders DIA STL258375 PI



IRONGUARD MAGNA-ARMOR COLOR MAGNETIC CARD HOLDERS

A Magna-Armor magnetic cardholder is already the perfect treatment for special cards, but what about those cards that are a little more special? Make your cards stand out with our new Yellow and Black-bordered 35pt cardholders, for those cards that are already standouts in your collection. Available in a counter display of 25.

- Yellow 35pt Magna-Armor Holders DIA STL258750 PI
- Black 35pt Magna-Armor Holders DIA STL258371 PI

IRONGUARD MAGNA-ARMOR MAGNETIC CARD PACK HOLDERS

You have magnetic cardholders for your cards, but what about those sealed packs of cards you just can't bring yourself to open? Store a 10-card or 15-card-pack in safety and comfort with these magnetic-closure Magna-Armor cases, made of high-quality acrylic. You may not want to open a pack of cards again! Available in a counter display of 20.

- 10-Card-Pack Magna-Armor Holders DIA STL258367 PI
- 15-Card-Pack Magna-Armor Holders DIA STL258370 PI



IRONGUARD CARD TOPLOADERS

Got some cards that are a little... husky? Protect those cards that have a little extra something something with our wide-mouthed 100pt, 130pt and 180pt Toploaders. No need to wedge your cards into a narrow toploader, these leave room for profits to grow!

- 100pt Card Toploaders (pack of 25) DIA STL258374 PI
- 130pt Card Toploaders (pack of 10) DIA STL258388 PI
- 180pt Card Toploaders (pack of 10) DIA STL258391 PI

IRONGUARD PENNY SLEEVES

Keep your thicker trading cards safe as houses with IronGuard's new 130pt Penny Sleeves. It's quick, affordable protection for all of your treasured cards.

- 130pt Standard Penny Sleeves (pack of 100) DIA STL258392 PI

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**IRONGUARD
SUPPLIES**

GAMES

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IRONGUARD 8" X 10" PHOTO TOPLOADERS

If you're going to get a photo signed, don't just tack it to the wall – protect it for all time with the 8" x 10" Toploader from IronGuard! This rigid frame is the perfect size for publicity stills and head shots, and will keep your collection crisp and organized. Available in packs of 5.

8" x 10" Toploaders DIA STL258383 PI



IRONGUARD COMIC BOOK TOPLOADERS

Looking for a way to protect your comic books beyond bags and boards? Keep them in a rigid frame with IronGuard's comic book-sized toploaders, available in four varieties for the four most common sizes. You'll never look at comic protection the same way again! Available in packs of 5.

Current Size Toploader DIA STL258377 PI
Silver Age Size Toploader DIA STL258379 PI
Golden Age Size Toploader DIA STL258380 PI
Magazine Size Toploader DIA STL258382 PI

STILL AVAILABLE

IRONGUARD 9 POCKET DELUXE PORTFOLIO BLACK DIA STL230316 PI
IRONGUARD 9 POCKET PAGES 25 COUNT PACK DIA STL230307 PI
IRONGUARD 9 POCKET PAGES 25 COUNT BLACK PACK DIA STL230313 PI
IRONGUARD BOARD GAME SLEEVES 100 PACK DIA STL230327 PI
IRONGUARD BOARD GAME SLEEVES MINI 100 PACK DIA STL230328 PI
IRONGUARD BOARD GAME SLEEVES TAROT 100 PACK DIA STL230331 PI
IRONGUARD CARD SLEEVES BLACK 50 PACK DIA STL230344 PI
IRONGUARD CARD SLEEVES YELLOW 50 PACK DIA STL230333 PI
IRONGUARD DECK PROTECTOR BOX DIA STL230348 PI
IRONGUARD MAGNA-ARMOR CARD HOLDERS 35PT RETAIL PACK OF 25 DIA STL215480 PI
IRONGUARD MAGNA-ARMOR CARD HOLDERS 55PT RETAIL PACK OF 25 DIA STL215481 PI
IRONGUARD PENNY SLEEVES STANDARD 100 PACK DIA STL230325 PI
IRONGUARD PENNY SLEEVES GRADED 100 PACK DIA STL230326 PI
IRONGUARD SEMI-RIGID CARD SLEEVES RETAIL PACK (200 SLEEVES) PI
IRONGUARD TOP LOADERS 35PT RETAIL PACK OF 25 DIA STL215472 PI
IRONGUARD TOP LOADERS 35PT RETAIL BLACK BORDER PACK OF 25 DIA STL215473 PI
IRONGUARD TOP LOADERS 35PT RETAIL YELLOW BORDER PACK OF 25 DIA STL215474 PI

MEROMORPH GAMES



ATMA RPG: ACT I

Atma Act I contains 3 stage decks and 8 character decks for endless variety! They can be mixed and matched with any other *Atma* content. Scheduled to ship in December 2023.

MEP 302\$35.00



THE SHIPWRECK ARCANA

The Shipwreck Arcana is a compact, co-operative game of deduction, evaluation, and logic. Each player's doom constantly changes as they draw numbered fate tiles from the bag. By choosing which fate to give up and which card to play it on, you can give your allies enough information to identify the fate you're holding...which is important, as the active player cannot communicate with their allies during their turn! Scheduled to ship in December 2023.

MEP 200\$25.00

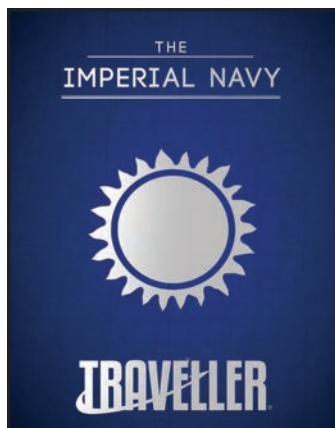


ATMA RPG: ACT II

Atma Act II contains 4 stage decks and 12 character decks for endless variety! They can be mixed and matched with any other *Atma* content. Welcome to a world near our own. The volcanic mineral *atma* empowers the living and entwines the dying, while artificial intelligence and alien titans join humanity in this daunting new century. Yet in the Restless Zones, beyond society and law, trouble lurks. Gather your fellow adventurers and prepare to test yourself against the world's most dangerous frontiers. The sky's getting darker... Scheduled to ship in December 2023.

MEP 311\$45.00

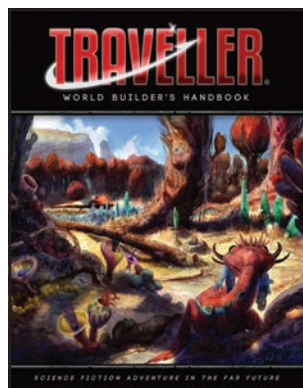
MONGOOSE PUBLISHING



TRAVELLER RPG: THE IMPERIAL NAVY

The Imperial Navy. Without its senior service, the Third Imperium would not exist. The navy is entwined in the politics and economics of the Imperium, a training ground for the great nobility, and a route to social advancement for the general populace. *The Imperial Navy* details this massive force, from the great fleets down to a band of new recruits. How are the sector and subsector fleets organized, commanded, and provided with warships? Scheduled to ship in October 2023.

MGP 40099\$49.99



TRAVELLER RPG: WORLD BUILDER HANDBOOK

The *World Builder's Handbook* provides a complete toolset for expanding a world or star system into a fully realized place to know and explore. It includes procedures for determining the type and location of a system's significant stars and worlds, an expansion of mainworld generation, and rules for determining the physical and social characteristics of the star system's other worlds. This handbook is both comprehensive and modular, with procedures designed to allow the Referee to focus on the important aspects of a world or system's characteristics. Scheduled to ship in October 2023.

MGP 40100\$49.99

MR. B GAMES



THERA

Thera is a role selection and resource management game for 1-4 players with a game length of about 30 minutes per player. Due to *Thera's* strategic location, the Mycanaean wanax has decided that it is time to rebuild *Thera* and has tasked you, one of his koreters with this responsibility.

MIB L41050\$69.99



THUNDER ROLLS: CORE GAME

Thunder Rolls is a fast paced dice placement stock car racing game for 1 - 8 players brought to you direct from the mind of Richard Launius (designer of *Arkham Horror*, *Freedom Five*, *Fate of the Elder Gods*, *Defenders of the Realm*, and so many more!). Player interaction is the hallmark of this dice rolling, action selecting, speed fest.

MIB 1038\$89.99

MYTHWORKS



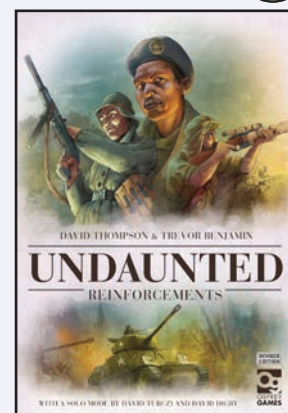
CBR+PNK AUGMENTED RPG

CBR+PNK (Cyber plus Punk) is a tabletop RPG for one-shot sessions in the cyberpunk genre. You play as a team of RUNNERS — mercenaries, criminals, activists living on the edge and running in the shadows of a gritty, ultraviolent world — on their LAST RUN. Built for One-Shots, *CBR+PNK* features a minimalist version of the acclaimed *Forged In The Dark* spread across 12 double-sided four panel pamphlets. Scheduled to ship in December 2023.

MYH CBRPNK01\$30.00

OSPREY GAMES

SPOTLIGHT ON



UNDAUNTED: REINFORCEMENTS EXPANSION - REVISED EDITION

Undaunted: Reinforcements is a modular expansion that introduces a range of new rules, scenarios, and units. Unleash the might of the German and American tanks and see how your new squad options fare against them in *Undaunted: Normandy*, or make use of mines, assault aircraft, and other new units as you attempt to outfox your opponent in *Undaunted: North Africa*. Whether you have one *Undaunted* game or the other, with *Reinforcements* you can play for the first time in a four-player mode, or test your mettle in a solo mode. Scheduled to ship in September 2023.

OSP GAM057\$60.00

PAIZO PUBLISHING

SPOTLIGHT ON



PATHFINDER RPG: SEASON OF GHOSTS PART 3 OF 4 - NO BREATH TO CRY (P2)

No Breath to Cry is a *Pathfinder* adventure for four 7th-level characters. This adventure continues the *Season of Ghosts Adventure Path*, a four-part monthly campaign in which a band of adventurers must protect their hometown from supernatural peril. This adventure also includes articles about the sinister fiends known as nindorus and the exploration of other realities, new magic items, rituals, and strange supernatural powers to discover. Scheduled to ship in December 2023.

PZO 90198\$26.99



PATHFINDER RPG: FLIP-MAT - PLANES OF METAL AND WOOD

Strange new realities await exploration—the Plane of Metal and the Plane of Wood! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. The next time your players step beyond the traditional elements to explore majestic and deadly new vistas of extra-planar adventure, these maps have you covered. The perfect companion to the new *Pathfinder* *Rage of Elements* rulebook, which details the new elemental planes in glorious and terrifying detail! With *Pathfinder Flip-Mat: Planes of Metal and Wood*, you'll be ready the next time your players go beyond the Great Beyond! Scheduled to ship in December 2023.

PZO 30134.....\$16.99

PEGASUS SPIELE NORTH AMERICA



CRIME SCENE: 1 - THE NEW HAVEN CASE

A mysterious death at the country fair causes panic in a small town. Can your seasoned team of detectives solve the crime? How did Max Glover die? Who sent you the envelope? Who wrote the torn letter? Who committed the crime? Scheduled to ship in August 2023.

PNA HGCS01.USA.....\$24.95



CRIME SCENE: 2 - THE MIDNIGHT CROWN

The theft of a treasured piece of jewelry creates a true mystery. Why did the perpetrators choose to leave something behind? Can you reveal their scheme and solve the case? Where will the rendezvous take place? Who is the secret client? Who stole the Midnight Crown? Scheduled to ship in August 2023.

PNA HGCS02.USA.....\$24.95

PINNACLE ENTERTAINMENT GROUP



PATHFINDER FOR SAVAGE WORLDS RPG: ADVANCED PLAYER'S GUIDE (HARDCOVER)

Experience six new classes (the Alchemist, Cavalier, Inquisitor, Oracle, Summoner, and Witch), new Edges, Hindrances, gear, powers, and magic items in the 132-page, hardcover *Pathfinder for Savage Worlds: Advanced Player's Guide*. Scheduled to ship in October 2023.

S2P 11514.....\$29.99



PATHFINDER FOR SAVAGE WORLDS RPG: ARCHETYPE SET 4

A set of 12 additional cards depicting iconic Pathfinder characters using Prestige Classes at both Novice and Seasoned Ranks. Each 3.5"x5" card features a ready-to-play character, ideal for convention games, pick-up games, or store play. Scheduled to ship in October 2023.

S2P 11516.....\$9.99

PATHFINDER



PATHFINDER AP: LET THE LEAVES FALL

The town of Willowshore is cursed! As fall begins, the town's newest heroes find themselves in the position of leading preparations for the lean times to come.

PZ090197 MSRP \$26.99



PATHFINDER AP: NO BREATH TO CRY

The heroes of Willowshore are ready to take steps toward lifting the curse but now that winter has arrived, they must also contend with the deadliest season of all.

PZ090198 MSRP \$26.99



PATHFINDER AP: THE SUMMER THAT NEVER WAS

Slip into the Season of Ghosts, where a group of adventurers fight to protect their home from monsters and mysterious events that isolate them.

PZ090196

MSRP \$26.99



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GAMES

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GTM

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PATHFINDER FOR SAVAGE WORLDS RPG: CURSE OF THE CRIMSON THRONE BOXED SET

This boxed *Adventure Path* set contains an epic fantasy adventure in 6 parts. Each part is a softback book (80-96 pages). Also includes a *Guide to Korvosa* book, important handouts for the campaign, and a poster map detailing the city of Korvosa. Plus a set of 24 Adversary cards with all the stats you need for various villains from the campaign. Scheduled to ship in October 2023.

S2P 11517\$99.99



PATHFINDER FOR SAVAGE WORLDS RPG: ARCHETYPE SET 3

Recruit your party with this set of 12 additional cards depicting iconic *Pathfinder* characters from the *Advanced Player's Guide* at both Novice and Seasoned Ranks. Each 3.5"x5" card features a ready-to-play character, ideal for convention games, pick-up games, or store play. Scheduled to ship in October 2023.

S2P 11515\$9.99

PLEASANT COMPANY GAMES



ANCIENT TERRIBLE THINGS: REAWAKENED

Ancient Terrible Things: Reawakened is a casual, press-your-luck board game of pulp horror adventure for 1 to 4 players, ages 13 and up. You play the role of an intrepid adventurer exploring a dark jungle river for forgotten secrets. Each turn, you will travel to a Fateful Location and attempt to overcome an Ominous Encounter there, using a combination of rolled dice, tokens and cards. Succeed and you add the Encounter your Secrets score pile. Fail and you advance the expedition towards The Inexplicable Event. The adventurer with the most Secrets at the end is declared the sole survivor of that doomed expedition. Scheduled to ship in January 2024.

PCG 014\$55.00

POKÉMON USA

SPOTLIGHT ON



TRADING CARD GAME

POKÉMON TCG: ARCEUS VSTAR ULTRA-PREMIUM COLLECTION

From the nothingness of the void came the cry of the Alpha Pokémon... Arceus is ready to shine in this special Ultra-Premium Collection starring Arceus V and Arceus VSTAR as pure metal cards! With a whopping stack of 15 booster packs, metal damage counter dice, an Arceus playmat, and many more treasures—this curated set has what it takes to bring gameplay to mythical new levels. Scheduled to ship in September 2023.

PUI 290-85129 PI

POKÉMON TCG: CHARIZARD EX PREMIUM COLLECTION

Charizard ex burns up the opposition's lead with the cunning firepower of a Darkness-type Pokémon! Evolve it from Charmander and Charameleon, then use its strong Ability and attack to make a roaring comeback. A full set of card sleeves helps keep your deck looking great, and after the battle's done, you can put this special Tera Pokémon ex on display in the durable card protector featuring a handy magnetic closure.

PUI 290-85323 PI

SPOTLIGHT ON



TRADING CARD GAME

POKÉMON TCG: CROWN ZENITH PREMIUM TREASURE COLLECTION - MORPEKO V-UNION

In sync with its Trainer Marnie and cheered on by Team Yell, Morpeko dashes into battle as a shockingly powerful Pokémon V-UNION! With the promo cards in this premium set, you'll have all the pieces needed to assemble Morpeko V-UNION and put its four attacks into action. You also get a colorful playmat featuring artwork of Morpeko and Marnie, a cool Morpeko pin, a stack of booster packs from the special Pokémon TCG: Crown Zenith expansion to add to your collection, and more!

PUI 290-85191 PI

POKÉMON TCG: Eevee EVOLUTION PREMIUM COLLECTION

Get ready to have your hands full with a ton of *Pokémon TCG* cards with Eevee V at the forefront! For the first time ever, Eevee and all of its Evolutions appear together in a *Pokémon TCG* collection as Pokémon V! That's right in this collection, you get 9 foil promo cards featuring Eevee V and each of its Evolutions. If that's not enough, you also get 9 *Pokémon TCG* booster packs to really get your collection going strong. Scheduled to ship in September 2023.

PUI 290-85174 PI

SPOTLIGHT ON



POKÉMON TCG: KANGASKHAN / GRENINJA EX BATTLE DECK DISPLAY (6)

Powerful Pokémon ex are ready to charge onto the battlefield in the new *Pokémon TCG: ex Battle Decks*! Each 60-card deck is led by an exceptional Pokémon ex and includes everything you need to play right away. Let the battle begin! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 290-86263 PI

SPOTLIGHT ON



POKÉMON TCG: PIKACHU & ZEKROM-GX PREMIUM COLLECTION

TAG TEAM pairings like Pikachu & Zekrom-GX are totally in tune with each other, able to work together to multiply their attacks into an unstoppable series! The *Pokémon TCG: Pikachu & Zekrom-GX Premium Collection* puts all that power in your hands—ready to battle and ready to win! Scheduled to ship in September 2023.

PUI 290-80991 PI

PORTAL GAMES



IMPERIAL MINERS

Imperial Miners is a light engine-building card game for 1 to 5 players from designer Tim Armstrong (Arcana Rising, Orbis), in which players excavate mines using a clever card activation system. This stand-alone game is set in the popular *Imperial Settlers* universe and offers beautiful illustrations, easy-to-grasp rules, and satisfying gameplay full of chain reactions and engine-building synergies. Scheduled to ship in October 2023.

PLG PG1236\$39.00

PRIVATEER PRESS

WARMACHINE MKIV

Scheduled to ship in November 2023.



CYGNAR - STORM FORGE

PIP 21040\$84.99



MERCENARY SOLO CHARACTER - ZACCHAEUS, WINTER'S CHILL

PIP 26011\$21.99



MERCENARY SOLO CHARACTER - BELLIGHUL, MASTER OF PAIN

PIP 26010\$13.99



MERCENARY SOLO CHARACTER - GREYGORE BOOMHOWLER

PIP 26012\$14.99



MERCENARY SOLO CHARACTER - MADAM MORIARTY

PIP 26009\$15.99



MERCENARY SOLO CHARACTER - NISSAK, TOTEM HUNTRESS CHAMPION

PIP 26008\$13.99

PROMETHEUS GAME LABS



MICRO DOJO

Micro Dojo is a 20 min tactical euro game for two players, intended to fit comfortably in a pocket or purse. In *Micro Dojo*, players take control of the Ninja, Samurai, Sumo and Geisha meeples to generate resources, unlock building abilities, and score objectives. Scheduled to ship in January 2024.

PGL MD001\$15.00

QUESTS AND CHAOS



DECK OF INSPIRATION: LVL 1-4 (5E)

The *Deck of Inspiration* is designed to enhance the inspiration mechanic of *Dungeons & Dragons 5e*. The deck provides the DM with unique and fun one-time use boons to reward great player behavior. This deck contains 55 cards covering three types of boons, Divine Inspiration, Potions, and one-time use Magic Items. This deck is designed for character levels 1-4. Scheduled to ship in December 2023.

QNC 1001\$15.00



DECK OF INSPIRATION: LVL 5-10 (5E)

The *Deck of Inspiration* is designed to enhance the inspiration mechanic of *Dungeons & Dragons 5e*. The deck provides the DM with unique and fun one-time use boons to reward great player behavior. This deck contains 55 cards covering three types of boons, Divine Inspiration, Potions, and one-time use Magic Items. This deck is designed for character levels 5-10. Scheduled to ship in December 2023.

QNC 1002\$15.00



DECK OF INSPIRATION: LVL 11-16 (5E)

The *Deck of Inspiration* is designed to enhance the inspiration mechanic of *Dungeons & Dragons 5e*. The deck provides the DM with unique and fun one-time use boons to reward great player behavior. This deck contains 55 cards covering three types of boons, Divine Inspiration, Potions, and one-time use Magic Items. This deck is designed for character levels 11-16. Scheduled to ship in December 2023.

QNC 1003\$15.00



DECK OF UN-INSPIRATION (5E)

The *Deck of Un-Inspiration* provides a DM with unique and fun consequences for questionable player gameplay. This deck contains 55 cards of events and conditions that affect a single character, a small group, or anyone in a 200 ft radius. This deck is designed for all character levels. Scheduled to ship in December 2023.

QNC 1005\$15.00

R & R GAMES



WITCHSTONE: FULL MOON EXPANSION

The *Witchstone: Full Moon* expansion includes two expansion modules that can be used individually or together, one of which features new cauldron tiles for better chain reactions; 3D miniatures; and new special cards that among other things let you activate one of two special abilities each turn. Scheduled to ship in October 2023.

RRG 498\$19.99



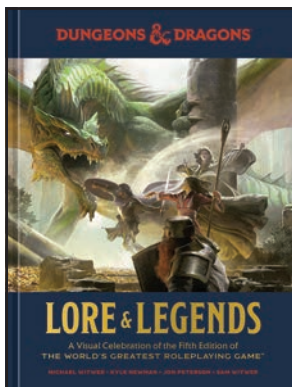
DECK OF INSPIRATION: LVL 17-20 (5E)

The *Deck of Inspiration* is designed to enhance the inspiration mechanic of *Dungeons & Dragons 5e*. The deck provides the DM with unique and fun one-time use boons to reward great player behavior. This deck contains 55 cards covering three types of boons, Divine Inspiration, Potions, and one-time use Magic Items. This deck is designed for character levels 17-20. Scheduled to ship in December 2023.

QNC 1004\$15.00



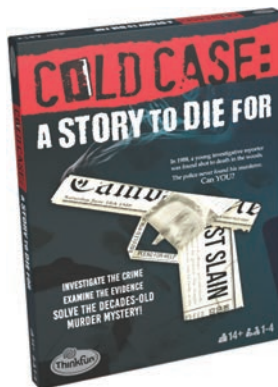
RANDOM HOUSE



DUNGEONS & DRAGONS: LORE & LEGENDS

When the reimagined fifth edition of *Dungeons & Dragons* debuted in the summer of 2014 tabletop roleplaying games were on the brink of obscurity. But within a few short years, D&D found greater success than it had ever enjoyed before, even surpassing its 1980s golden age. How did an analog game nearly a half century old become a star in a digital world? For the first time, *Lore & Legends* reveals the incredible ongoing story of *Dungeons & Dragons* fifth edition from the perspective of the designers, artists, and players who bring it to life. Scheduled to ship in October 2023.

RHP 686.....\$50.00



STORY TO DIE FOR

In 1988, a young investigative reporter was found shot to death in the woods. The police never found his murderer. Can YOU?

RVN 83127.....\$16.99

RAVENSBURGER



LASER CHESS

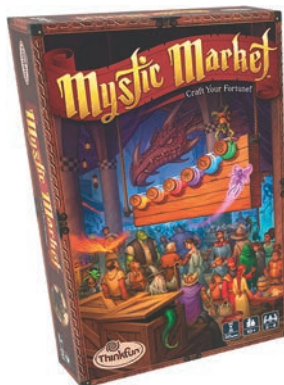
The Beam Directing Strategy Game. Scheduled to ship in September 2023.

RVN 76350.....\$55.99

SOLITAIRE CHESS MAGNETIC TRAVEL PUZZLE

Solitaire Chess Magnetic Travel Puzzle combines the classic moves of chess with a simple challenge: every move you make MUST capture another piece. The 120 single-player Challenges range from Beginner to Expert levels, increasing in difficulty as your skills grow. The magnetic booklet and pieces make this the ideal chess game for travel. Solve all the Challenges and you'll be a chess master in no time! Scheduled to ship in September 2023.

RVN 76505.....\$14.99



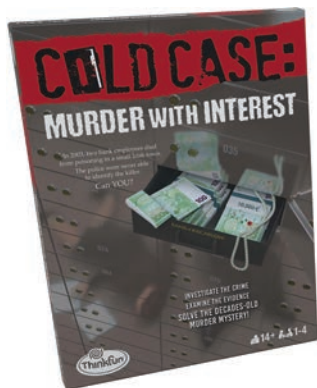
MYSTIC MARKET

Enter a mysterious world where enchanted commodities are bought and sold for profit. *Mystic Market* is an exciting, fast-paced card game where players buy and sell magical Potion-making Ingredients. The unique Value Track ensures that the Ingredients' values will be constantly shifting, so only the shrewdest of traders will prevail. Scheduled to ship in September 2023.

RVN 44004400.....\$23.99

1000PC PUZZLES

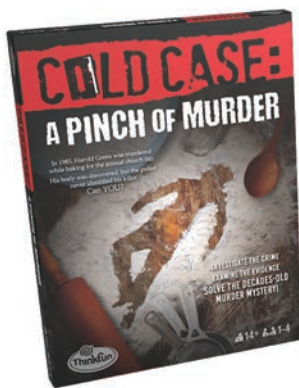
Scheduled to ship in September 2023.



MURDER WITH INTEREST

In 2003, two bank employees died from poisoning in a small Irish town. The police were never able to identify the killer. Can YOU?

RVN 83300.....\$16.99



PINCH OF MURDER

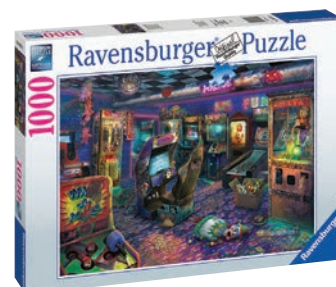
In 1983, Harold Green was murdered while baking for the annual church fair. His body was discovered, but the police never identified his killer. Can YOU?

RVN 83150.....\$16.99



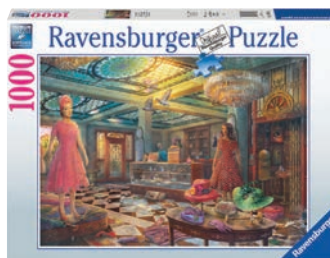
DECAYING DINER

RVN 17509.....\$24.99



FORGOTTEN ARCADE

RVN 16971.....\$24.99



DESERTED DEPARTMENT STORE

RVN 16972.....\$24.99



GLOOMY CARNIVAL

RVN 16190.....\$24.99



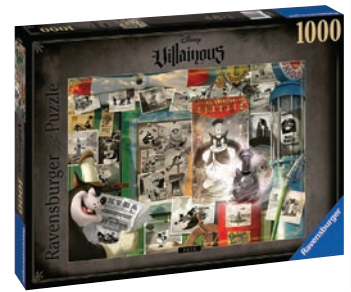
HOTEL VACANCY
RVN 16189.....\$24.99



CRUELLA DE VIL
RVN 16886.....\$29.99



HORNED KING
RVN 16890.....\$29.99



PETE
RVN 16887.....\$29.99



TATTERED TOY STORE
RVN 17508.....\$24.99



DR. FACILIER
RVN 16523.....\$29.99



JAFAR
RVN 15023.....\$29.99



PRINCE JOHN
RVN 15024.....\$29.99

**COLLECTOR'S EDITION
1000PC PUZZLES**

Scheduled to ship in September 2023.



BATMAN
RVN 17297.....\$29.99



EVIL QUEEN
RVN 16520.....\$29.99



LADY TREMAINE
RVN 16891.....\$29.99



QUEEN OF HEARTS
RVN 15026.....\$29.99



SUPERMAN
RVN 17298.....\$29.99



GASTON
RVN 16889.....\$29.99



MALEFICENT
RVN 15025.....\$29.99



RATIGAN
RVN 16521.....\$29.99

**DISNEY VILLAINOUS
1000PC PUZZLES**

Scheduled to ship in September 2023.



CAPT. HOOK
RVN 15022.....\$29.99



HADES
RVN 16519.....\$29.99



MOTHER GOTHEL
RVN 16888.....\$29.99



SCAR
RVN 16524.....\$29.99



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URSULA
RVN 15027\$29.99



THE GREEN HOUSE
RVN 16530\$20.99



THE OBSERVATORY
RVN 19956\$22.99

ESCAPE: 919 PC PUZZLES
Scheduled to ship in September 2023.



THE CIRCLE LONDON
RVN 17309\$29.99



YZMA
RVN 16522\$29.99



MIDNIGHT IN THE GARDEN
RVN 17278\$20.99



SUBMARINE
RVN 19959\$22.99



THE CIRCLE PARIS
RVN 17281\$29.99

DISNEY VILLAINOUS
2000PC PUZZLE

Scheduled to ship in September 2023.



ALL VILLAINS
RVN 16506\$44.99



TOY FACTORY
RVN 16531\$20.99



UNICORN
RVN 16512\$22.99



THE CIRCLE ROME
RVN 17310\$29.99

ESCAPE: 759 PC PUZZLES
Scheduled to ship in September 2023.



THE ARTIST'S STUDIO
RVN 16843\$22.99



VAMPIRE CASTLE
RVN 19961\$22.99



THE FORBIDDEN BASEMENT
759PC PUZZLE
Scheduled to ship in September 2023.
RVN 16435\$22.99



DAS LABOR
RVN 16844\$20.99



THE CURSE OF THE WOLVES
RVN 16434\$22.99



THE WITCHES KITCHEN
RVN 19958\$22.99

HARRY POTTER
Scheduled to ship in September 2023.



1000PC PUZZLE
RVN 15171\$29.99



DESOLATED CITY
RVN 17279\$20.99



AT 3 1000PC PUZZLE
RVN 16517.....\$29.99



AT 4 1000PC PUZZLE
RVN 16518.....\$29.99



CHALLENGE P. 1000PC PUZZLE
RVN 14988.....\$29.99



F 1000PC PUZZLE
RVN 16747.....\$29.99



THE ORDER OF THE PHOENIX 1000PC PUZZLE
RVN 16746.....\$29.99



VS VOLDEMORT 1000PC PUZZLE
RVN 15170.....\$29.99



HOGWARTS MAP 1500PC PUZZLE
RVN 16599.....\$39.99

LORD OF THE RING
2000PC PUZZLES
Scheduled to ship in September 2023.



FELLOWSHIP OF RING
RVN 16927.....\$44.99



THE TWO TOWERS
RVN 17294.....\$44.99

MINECRAFT
1000PC PUZZLES
Scheduled to ship in September 2023.



MOBS
RVN 17188.....\$29.99



MOSAIC
RVN 17187.....\$29.99



UNIVERSAL AMBLIN MULTI-PRO. 2000PC PUZZLE
Scheduled to ship in September 2023.
RVN 17152.....\$44.99



TIME GUARDIAN ADVENTURES: A WORLD WITHOUT CHOCOLATE
He is the most evil super-villain of all time and keeps the world on edge with his diabolical ideas: Dr. Maxwell Mayhem. Now he has traveled back in time and prevented the Mayans from discovering chocolate more than 3,000 years ago! He stole the world's first cocoa tree from them and has since claimed the precious beans all to himself, hoarding all the chocolate on Earth in his private vault. But that's not the worst part! To torment humanity, he posts daily videos of himself happily indulging in his melt-in-your-mouth treasures. It's pure torture! Scheduled to ship in September 2023.
RVN 11542.....\$34.99



WONDER WOMAN 1500PC PUZZLE
Scheduled to ship in September 2023.
RVN 17308.....\$39.99



WORLD OF MINECRAFT 1500PC PUZZLE
Scheduled to ship in September 2023.
RVN 17189.....\$39.99



TIME GUARDIAN ADVENTURES: MAYHEM ON THE MOON
Time Guardians, the fate of humanity lies in your hands! The eccentric criminal Dr. Maxwell Mayhem has traveled back in time and the Apollo 11 moon landing. This completely changed the course of history and now Mayhem not only has control of the world's largest rocket manufacturer, he has also claimed ownership of the moon. But that's not all! He carved an image of his face in the moon's surface using his giant bulldozers, so that it is no longer possible to gaze at the night sky without seeing Mayhem's evil grin. Scheduled to ship in September 2023.
RVN 11541.....\$34.99

SCORPION MASQUE



TURBO KIDZ
Rookie drivers: Choose the coolest car, tighten your helmets, prepare your thumbs, and rev up your voice! Either cooperatively or competitively, be the first to cross the finish line in a series of hilarious races. In Turbo Kidz, the Driver covers their eyes and must draw their circuit as fast as possible while still staying on the road. Their Co-Pilot guides them with their voice while moving the Driver's thumb like a joystick and preventing you from going off the road!
HBG SMTKE01EN.....\$24.99

TRANSFORMERS

MORE THAN MEETS THE EYE

ROLEPLAYING GAME

ROLEPLAYING

TRANSFORMERS

ROLEPLAYING GAME DECEPTICON DIRECTIVE SOURCEBOOK

- A mission for new Decepticons!
- New character options, and a new role - the Raider!
- Decepticon allies, locations, and threats!

RGS01115

\$45



AVAILABLE NOW!



STRATEGY

G.I. JOE

DECK-BUILDING GAME RAISE THE FLAGG CAMPAIGN EXPANSION

- New campaign mode!
- GIANT constructable aircraft carrier!
- Secret Envelopes and surprises await you!

RGS02605

\$45



AVAILABLE NOW!



STRATEGY

POWER RANGERS

DECK-BUILDING GAME CARD STORAGE BOX

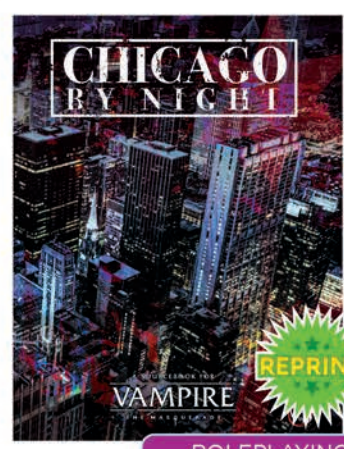
- Organize your entire Power Rangers Deck-Building Game collection!
- 10 cards for solo play so you can defend or conquer the world on your own!

RGS02607

\$30



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5TH EDITION ROLEPLAYING GAME CHICAGO BY NIGHT SOURCEBOOK

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STRATEGY

**EX LIBRIS
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- Collect & arrange books in a fantasy setting to become the Grand Librarian!
- Updated graphic design, meeples, first player marker, cards, boards, and box.
- Includes a Solo Mode!

RGS00577

\$45



STRATEGY

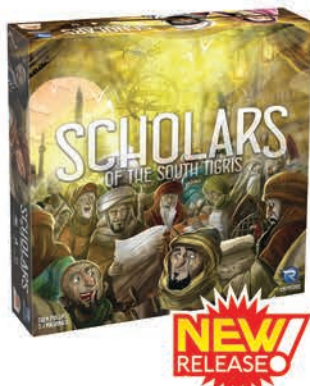
**EX LIBRIS
EXPANDED ARCHIVES**

- Compatible with original 2017 printing and new revised 2023 printing.
- Adds new Special Assistants and a new way to use them!
- 5th Player components!

RGS02620

\$30

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STRATEGY

**SCHOLARS OF THE
SOUTH TIGRIS**

- New stand alone game in the South Tigris Trilogy!
- Interesting decision each turn as you build your engine and forge your strategic path!
- Intuitive and easy to use solo mode!

RGS02616

\$65



NOVEMBER RELEASE



STRATEGY

LEGACY OF YU

- Solo-only, fully-resettable, nonlinear campaign game.
- Self balancing campaign with ending when you win or lose 7 games.
- Fast, tense gameplay with quick setup and teardown between sessions!

RGS02510

\$60



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STRATEGY

**CIRCADIANS:
FIRST LIGHT EXPANSION: SPECIALISTS**

- New Specialist Dice and Outposts.
- 2 additional Factions to Negotiate with - Oxtaya and Ahzur!
- Additional rules and components for the solo mode.

RGS02577

\$35



AVAILABLE NOW!



STRATEGY

**CIRCADIANS:
CHAOS ORDER EXPANSION: HARBINGER**

- Each Faction has 2 new leaders to choose from!
- New Cards: 12 Leader Cards, 6 Attribute Cards, 12 Tactics Cards!
- 2 New Production Tokens.

RGS02578

\$15



AVAILABLE NOW!



SIT DOWN! GAMES



REDWOOD

Redwood is a game of movement estimations and angle of view where players have to take pictures of wild animals to compose the most beautiful panorama. The game is for 1 to 4 players, ages 10+ and the games last about 45-60 min. During their turn, each player will have to choose between different movements and their angle of view (materialized by real plastic elements) to catch the animals in the picture (without disturbing them). Collecting animals and decorative elements earn victory points. Scheduled to ship in October 2023.

LUM SDO013.....\$64.99

SORRY WE ARE FRENCH

ZHANGUO: THE FIRST EMPIRE

In 221 B.C., all the so-called Warring States are brought together: this is the birth of the vast Chinese empire, ruled by Qin Shi Huangdi. A single life cannot suffice for such a vast empire: he sends ships to distant lands in search of the legendary elixir of life, and he builds a huge mausoleum containing the scale reconstruction of his empire: in defense of it for eternity, he deploys an impressive terracotta army... Go along with the Emperor's plans to offer your family a place in the Terracotta Army. Scheduled to ship in October 2023.

HBG SWZHA.....\$69.99



SPITE HOUSE STUDIOS



I WOULD BUY BITCOIN (STAND ALONE OR EXPANSION)

I Would Buy Bitcoin is the Internet and Meme (standalone) expansion to I Would Kill Hitler.

SHS IWKH005.....\$20.00



I WOULD MEET JESUS (STAND ALONE OR EXPANSION)

I Would Meet Jesus is the (Sac)Religious standalone expansion to I Would Kill Hitler.

SHS IWKH004.....\$20.00

THAMES & KOSMOS



DRAGONKEEPERS

In Dragonkeepers, you compete against each other as magicians. Two stacks of cards form the "Magic Book", which indicates which and how many dragons can be herded. With each card taken, this information changes, but luckily you can cast spells and return your cards to the Magic Book to change it in your favor and score! But which of your dragons can you spare to cast spells? Scheduled to ship in October 2023.

TAK 683757.....\$27.95

TREASURE FALLS GAMES



THE QUEST KIDS: GIANT ADVENTURE

The Quest Kids: Giant Adventure is a LIFE-SIZED fantasy game experience for kids ages 5+. Using 36 giant cardboard tiles players will create a dungeon in their own home and act as the game pieces as they search for treasure, silly bad guys and stars. The Giant Adventure features the same award-winning mechanics as The Quest Kids board game, but in a new one-of-a-kind immersive experience Scheduled to ship in October 2023.

TFG 01004.....\$74.99



THE QUEST KIDS: MATCHING ADVENTURE

The Quest Kids: Matching Adventure takes the classic game of picture matching and adds a fresh fantasy twist! Players will flip over tiles to reveal fun fantasy characters from the kingdom of Treasure Falls. Will you search The Quest Kids' tree house to recruit heroes and find special powers? Perhaps you will go on an adventure and try to scare away bad guys and earn gleaming treasure? Choose wisely and match quickly, because the player with the most stars at the end of the game wins! Scheduled to ship in October 2023.

TFG 2000.....\$15.00

ULTRA PRO INTERNATIONAL



4-POCKET TOPLOADER ZIPPERED PREMIUM PRO-BINDER

Scheduled to ship in March 2024.

UPI 16219.....PI

UPPER DECK ENTERTAINMENT



LEGENDARY DBG: MARVEL - ANT-MAN AND THE WASP EXPANSION

This 200-card expansion brings all three Ant-Man films from the Marvel Cinematic Universe into a single, deluxe-sized set! Scott Lang, who started out as a cat burglar, grows into something bigger (and smaller) than himself as he and the Wasp battle Yellowjacket, Ghost, and Kang. Make use of new keywords, such as Heist, to overcome new Schemes and gameplay possibilities! This is the perfect way to start a new collection or grow your existing library of Legendary: A Marvel Deck Building Game expansions! Scheduled to ship in December 2023.

UDC 13060.....PI

USAOPOLY



EXPRESS ROUTE

Be a part of the mail order revolution in Express Route, where ultramodern shipping technology is in your hands! Work together to meet increasing consumer demands in this cooperative light strategy game for 1-4 players. Coordinate team actions and use your Specialist abilities to expedite Vehicles making deliveries to eager home shoppers. Complete the delivery requirements before demand spirals out of control! Features options for solo play and 20 increasingly difficult scenarios to put your planning skills to the test. Scheduled to ship in September 2023.

USO HB000-636.....PI





THE PERFECT WAVE

Catch *The Perfect Wave* in this gratifying light strategy card game. Collect Wave cards to construct a sequence, earning points for runs and sets of numbers. Play Trick cards to show off and score bonuses. Paddle out, plan the best combo of moves, and create the ultimate surfing memory! Scheduled to ship in September 2023.

USO HB158-811PI

VAN RYDER GAMES

GARDEN GUESTS

Players will compete to form a continuous path across the garden board featuring beautiful paper cut art. Each team (a team can be 1 or multiple players) will be able to draw cards, give cards to a teammate, or use their cards to build a tower or extend their path. Towers are necessary in order to create a path between your base and a tower, or from one tower to another. But be careful, if you haven't connected a tower yet, your opponents can take it if they have cards to make a larger tower. Scheduled to ship in November 2023.

VRG 012\$39.99



WIZARDS OF THE COAST

SPOTLIGHT ON



BETRAYAL AT BALDUR'S GATE

In this modular board game, you'll build and explore the city's dark alleys and catacombs, and face monsters from the *Dungeons & Dragons* universe like beholders and mind flayers! Get together with friends for an immersive night of tabletop gameplay for 3-6 players, ages 12 and up.

WOC F3146UU00\$55.99

DUNGEONS & DRAGONS BEDLAM IN NEVERWINTER

Dungeons & Dragons: Bedlam in Neverwinter offers all of the excitement of the beloved D&D game in one epic adventure, told in a 3-part escape room board game. Players join forces to investigate a series of alarming disappearances. Work together to track down clues and solve the mystery at the end of each act. For 2-6 players

WOC F66200000\$33.99



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FEATURED ITEM



DUNGEONS & DRAGONS RPG: BOOK OF MANY THINGS

The ultimate magic item for the world's greatest roleplaying game. The *Deck of Many Things* is a famous *Dungeons & Dragons* magic item whose effects are as spectacular as they are unpredictable. Within this box, you'll find *The Book of Many Things*, which illuminates the deck's mysteries and provides everything Dungeon Masters need to use it in their campaigns. This book includes advice, adventure locations, and new monsters for Dungeon Masters, as well as character options, magic items, and organizations for players, all inspired by the deck. This set also includes lavishly illustrated cards for *The Deck of Many Things*, including additional cards that triple the deck's size, allowing you to build the perfect deck for your campaign.

- ALTERNATE HARDCOVER WOC D31960000 \$99.99
- HARDCOVER WOC D31950000 \$99.99



SPOTLIGHT ON



HEROQUEST

The Realm is in need of champions to challenge the evil forces of the Dread sorcerer Zargon. Four heroes — Barbarian, Dwarf, Elf, and Wizard — have answered the call. Players can immerse themselves in the fantasy with the stunning artwork, and 65+ detailed miniatures. The game comes with 14 quests and has limitless replayability because players can also build their own quests and create their own stories. Gather friends together for an exciting night of tabletop gameplay in an epic battle of good and evil.

- WOC F2847UE41 \$134.99

HEROQUEST: KELLAR'S KEEP EXPANSION

The *Kellar's Keep* game is the first expansion for the Avalon Hill *HeroQuest* dungeon crawler board game. (Requires *HeroQuest* game system to play. Sold separately.) This expansion gives you more opportunities to delve deeper into the *HeroQuest* game, and adds to the replayability. Players can also create their own stories and build their own quests.

- WOC F4543UU00 \$33.99



HEROQUEST: RETURN OF WITCHLORD EXPANSION

Expand your *HeroQuest* Game System with the *Return of the Witch Lord Quest Pack*. (Requires *HeroQuest* game system to play. Sold separately.) The *Return of the Witch Lord* expansion includes full-color tiles, artifact cards, and quests that players haven't seen in previous editions of the *HeroQuest* Game System.

- WOC F4193UU00 \$33.99



THE YAWNING PORTAL

Play as a hardworking server at an iconic D&D tavern. Feed the inn's eccentric patrons and collect tips, all while staying ahead of the competition. Encounter 68 diverse heroes created for this game! From goblins and wizards to a vegetarian dwarf, they each have a unique food order and effect on gameplay. The player with the most points at the end wins!

- WOC F6647UU00 \$55.99



MONOPOLY: DUNGEONS & DRAGONS MOVIE

- WOC F62190000 \$34.99



RISK: SHADOW FORCES

It is the year 2050 and the world is not as it should be. Tides lash the shorelines, smashing everything in their reach. Hurricanes whip down out of nowhere and destroy entire cities while uncontrollable fire storms tear across nearly every continent. Within this chaos nefarious factions work from the shadows conducting disinformation campaigns and mobilizing mercenaries to collect a new mysterious energy resource of incalculable power. The shadow conflict begins.

- WOC F4192UU62 \$72.99



RISK

- WOC B74040000 \$33.99

WIZKIDS/NECA

CRITICAL ROLE: BELLS HELLS - PHUNNY PLUSHES

BY KIDROBOT

Scheduled to ship in March 2023.

CHETNEY POCK O'PEA

Though fabric is not his preferred medium, Chetney, the Master Craftsman, would appreciate the fine work of art that is his adorable plush form! The frenetic woodworker from the Bells Hells campaign of *Critical Role* may appear to be your typical grumpy, old gnome (400? 500? 600 years old? Not even Chetney remembers!), but he has a bestial side that remains hidden until the time is right. If there is one thing Chetney wants you to take away from his companionship, it is to Recognize the Alpha within—know your power!

- WZK 95501 PI





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IMOGEN TEMULT

Though she is not the only Ruidusborn member of Bells Hells, Imogen's particularly strong connection to the ruddy moon grants her both the power to level her enemies and the ability to stand up for her friends. Sometimes Imogen's dreams of the red storm are scary and she needs the comfort and support of her friends; that's where you come in!

WZK 95504 PI



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LAUDNA

Not even death can keep Laudna from bringing her uniquely effervescent demeanor to the Bells Hells campaign of *Critical Role*. Though she hears the voice of an evil necromancer in her head, Laudna brings light and positivity with her everywhere she goes! Just try to ignore the disturbing whispers that accompany her kind messages when she tries to communicate with you telepathically!

WZK 95505 PI

ORYM OF THE AIR ASHARI

This quick and agile warrior from the Bells Hells campaign of *Critical Role* is quite possibly one of the most perceptive people you can find in all of Exandria, making him a great friend as he can always tell when you need a kind word or a helping hand. Be sure not to underestimate him, though! He is a formidable swordsman on a mission to find those who attacked his home — perhaps you can help him solve that mystery and ensure that Otohan and her shadowy assassins are unable to cause any more harm!

WZK 95506 PI



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DUNGEONS & DRAGONS: PHUNNY PLUSHES BY KIDROBOT

Scheduled to ship in February 2024.

SPOTLIGHT ON



BLUE DRAGON

Though usually Blue Dragons like dry arid climates, you might find them coming to your area to try to swipe some shiny objects, especially if they're blue (it matches those beautiful scales, after all)! If you notice something go missing, just be careful if you try to get it back; Blue Dragons are known to set sinkhole traps to catch anyone who tries to snatch a piece of their hoard. This friend looks pretty innocent though, right? I mean look at that smile and those big frilly ears—nothing to be scared of here!

WZK 68340 PI

SPOTLIGHT ON



MIND FLAYER

This adorable *Mind Flayer* makes a perfect cuddly companion, though do be cautious: a Mind Flayer's diet consists predominantly of brains like yours! My advice? Just don't let those purple tentacles get too close to your head! With their telepathic abilities you can have all the secret late-night conversations your heart desires, sharing your hopes and dreams with them as they share their aspirations toward world domination!

WZK 68342 PI

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minutes

Ages
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1-6
players

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SPOTLIGHT ON



PIT FIEND

This supremely squeezable plush is based on the Pit Fiend from *Dungeons & Dragons* lore, the commanders of the forces of the Nine Hells. In addition to leading armies of fiends, these devilish creatures also serve as the right hand (wing? claw?) to the nobles of the Nine Hells, therefore this plush friend will make a great second in command for you as you go about your daily tasks as they can help bring your wishes to fruition! It will take some work to get them on your side if you are not on the side of evil, but it sounds like a worthwhile pursuit.

WZK 68343 PI



DUNGEONS & DRAGONS: ICONS OF THE REALMS SET 29 HYDRA - BOXED MINIATURE

This huge boxed miniature features a terrifying Hydra that is sure to inspire dread amongst your players. Stalking riverbanks and shorelines, the menacing multiheaded Hydra devours anything that crosses its path. Capable of regrowing additional heads for each one slain, this monstrosity can quickly get out of hand for any adventuring party. Prepare your players to weather a storm of teeth and fury; this Hydra will surely be a unique addition to any miniature collection. You can even pair this tide-treading Hydra with the Falling Star Sailing Ship for an unforgettable aquatic encounter! Scheduled to ship in January 2023.

WZK 93070 \$49.99



DUNGEONS & DRAGONS: ICONS OF THE REALMS - ADULT DEEP DRAGON

The *D&D Icons of the Realms: Adult Deep Dragon* boxed miniature is an excellent addition to your miniatures collection or display shelf. Sculpted with highly detailed features and using premium paints, this deep dragon is a great foe for any adventure! Making their lairs in the depths of the Underdark, deep dragons are nightmarish cousins of chromatic dragons. The warped magical energy of their subterranean realm gives them the ability to exhale magical spores that instill fear and scar the mind. Deep dragons' black-and-gray hide is smooth like a salamander's, and their eyes are pale.

Scheduled to ship in February 2024.

WZK 96276 \$79.99



DUNGEONS & DRAGONS: ICONS OF THE REALMS SET 29 PHANDELVER AND BELOW - THE SHATTERED OBELISK - LIMITED EDITION BOXED SET

The *D&D Icons of the Realms: Phandelver and Below: The Shattered Obelisk - Limited Edition Boxed Set* is a sampling of the complete *D&D Icons of the Realms: Phandelver and Below: The Shattered Obelisk* booster set. The *Limited Edition* set will release before the complete booster set. Scheduled to ship in November 2023.

WZK 93075 \$49.99



DUNGEONS & DRAGONS: ICONS OF THE REALMS - PLANESCAPE, ADVENTURES IN THE MULTIVERSE - LIMITED EDITION BOXED SET

Enhance your *Planescape* campaign with this *Limited Edition Boxed Set*! This set contains three medium-sized creatures and two large-sized creatures. Each mini has a point scheme unique to this box, with Shemeshka's Bodyguard being a miniature exclusive to this boxed set. The *D&D Icons of the Realms: Planescape: Adventures in the Multiverse - Limited Edition Boxed Set* is a sampling of the complete *D&D Icons of the Realms: Planescape: Adventures in the Multiverse* booster set. The *Limited Edition* set will release before the complete booster set. Scheduled to ship in November 2023.

WZK 96275 \$49.99

SPOTLIGHT ON



DUNGEONS & DRAGONS: ICONS OF THE REALMS SET 29 PHANDELVER AND BELOW - THE SHATTERED OBELISK BOOSTER BRICK (8)

Journey beyond Phandalin with our 29th set in our Icons of the Realms line of pre-painted *Dungeons & Dragons* miniatures featuring characters new and old to enhance your *Phandelver and Below: The Shattered Obelisk* campaign. Collect all 47 miniatures from our newest set of randomly sorted monsters and characters featuring villains like Nezznar the Spider and nightmarish monsters like the grotesque Otyugh Mutate and Ettin Ceremorph. Scheduled to ship in January 2024. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 93068 \$159.92



WIZKIDS HEROCLIX: ICONIX - COLOSSAL KONG

In the distant jungle, a roar bellows. Louder than a lion, tougher than a T-Rex - only one of nature's creatures could sound so fierce: *Colossal Kong*! He's ready to maintain the primal order and defend the natural paradise of the secluded jungle from outsiders. Bring him to your next *HeroClix* game and show your opponents who is top banana. Scheduled to ship in January 2024.

WZK 86275 \$29.99

DC HEROCLIX: ICONIX - PEACEMAKER ON THE WINGS OF EAGLY

Are you ready to make a move extreme in your next *HeroClix* game? This Iconix features Peacemaker and his best friend Eagly! You're really gonna wanna taste these carefully crafted pre-painted miniatures. Jumping from the big-screen to your favorite streaming service, Peacemaker is ready to rock your *HeroClix* collection harder than 80s metal. *DC HeroClix Iconix: Peacemaker on the Wings of Eagly* is made especially for the collector. It captures the essence of the most badass characters from the Peacemaker series. Make it your mission to get these figures! Scheduled to ship in March 2024.

WZK 84041 \$49.99



DC HEROCLIX: ICONIX - PEACEMAKER PROJECT BUTTERFLY

Are you ready to make a move extreme in your next *HeroClix* game? This Iconix features Peacemaker and the coolest members of Project Butterfly! *DC HeroClix Iconix: Peacemaker Project Butterfly* is made especially for the collector. It captures the essence of the most badass characters from the Peacemaker series. Scheduled to ship in May 2024.

WZK 84067 \$34.99



SPOTLIGHT ON



MARVEL HEROCLIX: DEADPOOL WEAPON X BOOSTER BRICK

Deadpool became a test subject as part of the Weapon X program, which implanted him with a healing factor derived from Wolverine. The Merc with a Mouth is back, with a *HeroClix* set revolving around him and his awesomeness! Ranging from his first appearance fighting the New Mutants, to some of his alternate versions like Pandapool, this set has it all. Comic and movie fans alike will love the inclusion of Domino's Hotshots and the iconic X-Men from *Uncanny X-Men* 275! Scheduled to ship in March 2024.

WZK 84938 \$169.90



MARVEL HEROCLIX: DEADPOOL WEAPON X RELEASE DAY KIT

He can smell a pie even if it's below water. His claws are ready to cut a birthday cake for a friend. He's from the Adorable X-Babies - it's Wolvie! Release Day Organized Play Kits are back with justice for Deadpool Weapon X! Celebrate the release of this epic set with the exclusive new Wolvie prize figure! Scheduled to ship in March 2024.

WZK 84943 \$26.00



MARVEL HEROCLIX: ICONIX - FIRST APPEARANCE WOLVERINE

From the Northern wilderness of Canada hails one of the gruffest, most irascible, cynical, and brutal mutants to ever grace the X-Men with his presence. See him here as readers first did back in 1974 on the cover of *Incredible Hulk* 181! While there have been many depictions of Wolverine over time, this one goes back to the beginning. *First Appearance Wolverine* is made specifically for the collector or Logan superfan. Whether you're an X-Men fan or have deep Canadian pride, you'll love this depiction of the fight between Hulk, Wolverine, and Wendigo! It will be a treasured part of *HeroClix* collections for years to come. Scheduled to ship in April 2024.

WZK 84923 \$24.99

SPOTLIGHT ON



MARVEL HEROCLIX: ICONIX - HALL OF ARMOR

Showcase the magnificent armors of Tony Stark in *HeroClix* like never before with *Marvel HeroClix Iconix: Hall of Armor*! Whether you are displaying them in a hall of your own or deploying them to the battlefield, these iconic armors will take your collection to an all-new level. Each legendary suit comes with a special display bay or stand to showcase your own collection of armors or display any other standard-base *HeroClix* figure! Specifically made for you, the collector, *Iconix* captures the moments that you love from the comics universe and brings them to your game shelf, play table, or *HeroClix* collection. Scheduled to ship in November 2023.

WZK 84891 \$74.99

SPOTLIGHT ON



MARVEL HEROCLIX: MARVEL STUDIOS NEXT PHASE BOOSTER BRICK

You might not be a single, 30-something attorney who also happens to be a green 6-foot-7-inch superpowered hulk, but with this set you can still smash evil-doers! With more than 60 figures to collect, this is among *HeroClix*'s biggest forays into the Marvel Cinematic Universe. This set brings characters from *She-Hulk*, *Hawkeye*, *Moon Knight*, *Werewolf by Night*, and *I Am Groot* to the tabletop! Whether you enjoyed the courtroom drama of *She-Hulk* or the classic horror of *Werewolf by Night*, this set has something for you! These shows also had great villains, so you'll be able to collect Titania, Echo, and more as you complete your set and build the power of your *HeroClix* team! Scheduled to ship in January 2024.

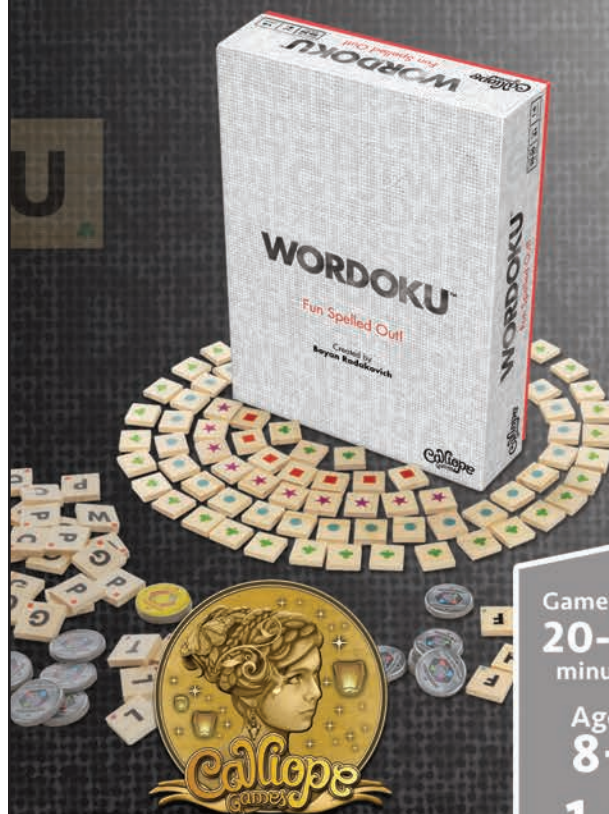
WZK 84927 \$169.90

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MARVEL HEROCLIX: MARVEL STUDIOS NEXT PHASE PLAY AT HOME KIT SHE-HULK

Legal thrills, smashing, finding the perfect costume - She-Hulk does it all! Experience the Jade Giantess like never before in this awesome *HeroClix* set! With a clear window to show off the character inside, players know exactly what hero they are getting when they pick up the *She-Hulk Play at Home Kit*. Scheduled to ship in January 2024.

WZK 84931 \$19.99

SPOTLIGHT ON



PATHFINDER BATTLES: GODS OF LOST OMENS BOXED SET

Bring divinity to your *Pathfinder* campaign with *Pathfinder Battles: Gods of Lost Omens Boxed Set*! This set includes 6 all-new miniatures representing a collection of gods from *Pathfinder's* *Lost Omens* sourcebooks. Gods featured in this set include: Abadar, Calistria, Desna, Gorum, Sarenrae, Shelyn. Scheduled to ship in January 2024.

WZK 97552 \$49.99



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PATHFINDER BATTLES: ICONIC HEROES XI BOXED SET

Pathfinder Battles: Iconic Heroes Box Set XI includes six all-new miniatures featuring famous personalities from the *Pathfinder* role-playing universe. Each of these miniatures is an all-new sculpt and will feature a dynamic pose, incredible detail, and a premium paint job. Scheduled to ship in January 2024.

WZK 97553 \$49.99

SPOTLIGHT ON



PATHFINDER: DROOGAMI PHUNNY PLUSH BY KIDROBOT

This product is the result of a superpowered team-up between *WizKids*, experts in TTRPG collectibles, and *Kidrobot*, premier creators of huggable plush. Check out this next addition in our collection of *Pathfinder* plush! *Droogami* is here to protect and cuddle. *Droogami* is the druid *Lini's* longtime snow leopard companion from the *Lands of the Linnorm Kings*. Scheduled to ship in December 2023.

WZK 68351 PI

SPOTLIGHT ON



PATHFINDER: WHIRP PHUNNY PLUSH BY KIDROBOT

This product is the result of a superpowered team-up between *WizKids*, experts in TTRPG collectibles, and *Kidrobot*, premier creators of huggable plush. Check out this next addition in our collection of *Pathfinder* plush! Crafted with love by *Droven*, *Whirp* the clockwork construct has proven a faithful and overly helpful companion to the inventor. What mysteries will you unlock with *Whirp* by your side? Scheduled to ship in December 2023.

WZK 68350 PI

WIZKIDS HEROCLIX: ICONIX - SHERLOCK HOLMES

The game is afoot! Heralded as the world's greatest detective, *Sherlock Holmes* has established an enduring legacy as a cultural icon whose name is synonymous with sleuthing and deduction. Prepare to be transported to 221B Baker Street, where you'll meet *Sherlock* and his most trusted companion, *Dr. Watson*. While playing as the perfect duo for an elegant and intelligent strategy, winning is elementary! Crime is common, logic is rare! Will you weave a web of chaos or try to unravel it with your masterful investigating? The choice is yours as you venture through Victorian London in search of the ever-elusive *Napoleon of Crime*, *Professor Moriarty*, or mistress of disguise, *Irene Adler*. Both masterminds have dials full of synergy and surprises for you to discover! Scheduled to ship in January 2024.

WZK 86277 \$39.99



SPOTLIGHT ON



WIZKIDS: WATCHTOWER BOXED SET

Whether standing tall at the edge of the wilds or bordering a city gate, the watchtower is a stone testament to the vigilance and protection provided by noble monarchs and vicious tyrants alike. Regardless of its origins, the watchtower is a recurring set piece in medieval fantasy that your players can now experience with the *WizKids: Watchtower Boxed Set*! The 14-inch tall *Watchtower* is the perfect centerpiece of any tabletop battlefield. It is easy to assemble with friction-fit pieces, such as removable windows, buttresses, and crenellations whose strategic exclusion can give your building a battle-damaged look. Scheduled to ship in November 2023.

WZK 76504 \$289.99

WYRD MINIATURES

MALIFAUZ 3RD EDITION

Scheduled to ship in October 2023.



NIAN UNIT BOX

WYR 40412 \$55.00



TATARIGAMI TITAN BOX

WYR 40405 \$60.00

MALIFAUZ 3RD EDITION: ICONICS

Scheduled to ship in October 2023.



ICE CREAM, YOU SCREAM

WYR 19012 \$65.00



TROUBLE AHEAD MACO JOE

WYR 19013 \$38.00

AMERICA'S FIRST COLLECTIBLES AUCTION HOUSE

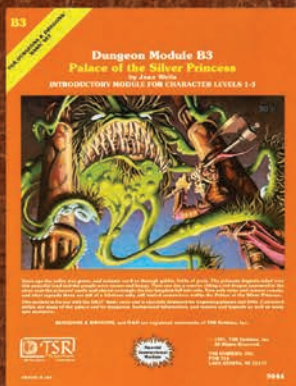
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CARTOGRAPHERS: MAP PACK COLLECTION

TWK 4072 \$24.95 | Available October 2023!

When *Cartographers* designer Jordan Adan presented his original design to Thunderworks Games (TWG) for a fantasy, map-making game, it was easy to see a thematic connection to TWG's flagship game, *Roll Player*.

"*Roll Player* is a game about making fantasy characters, and that's part of the role-playing experience," said Keith Matejka, game designer and owner of TWG. "And now this game comes along that's about making fantasy maps, and that's also part of the role-playing experience."

Matejka immediately recalled the joy of being a kid and immersing himself in games like .

"I remember getting graph paper, scratching out dungeons and making my own little worlds."

The idea of players kindling that creative experience for themselves captured Matejka's imagination. Adan's game would eventually be named *Cartographers: A Roll Player Tale*, connecting the title to TWG's own thematic world.

THE QUEEN'S EDICTS

The very first page of the game's rulebook invites players to become royal cartographers with an important task:

"Queen Gimnax has ordered the reclamation of the northern lands. As a cartographer in her service, you are sent to map this territory, claiming it for the Kingdom of Nalos."

With royal decree in hand, players receive the tools of the trade, a map sheet featuring a mostly empty grid with pre-printed mountains and ruins, plus a pencil. As the queen discourages her cartographers from wandering aimlessly in the unclaimed lands, she shares with them the areas she values the most.



These priorities take the form of four edicts, each of which provides players with scoring goals focused on terrain types and unique terrain configurations. For example, the Borderlands scoring card incentivizes the completion of rows and columns of terrain across the map, awarding six reputation stars for each that is completed. Stoneside Forest grants reputation for connecting mountains with forest spaces. Other goals make use of farms, water, and village spaces. Sixteen edicts in total provide each game with its own distinctive flavor.

PENCIL TO PAPER

Cartographers is a flip-and-write game, whereby revealing one random card at a time drives gameplay that's structured by four seasons. The deck of 13 explore cards is shuffled at the beginning of

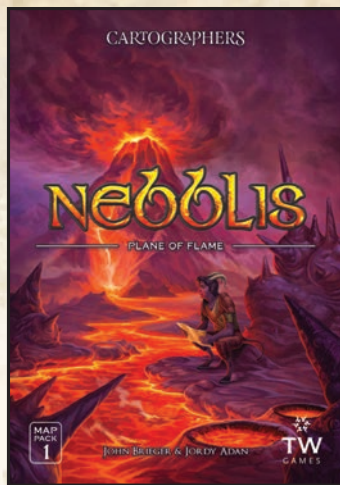
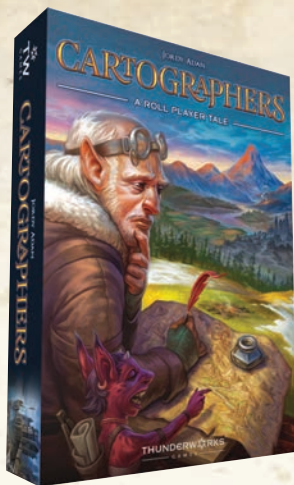


each season, and as each new card appears, players draw clusters of terrain on their maps in the shape(s) depicted on the card.

Explore cards also serve as a timer, with printed time values between 0 and 2. When the threshold for the given season is reached or exceeded, the season ends. Two of four scoring cards are scored at the end of each season, allowing players to earn reputation for each goal multiple times.



Ensuring that gameplay includes challenges beyond the scoring cards, a random monster is added to the explore deck each season. When they appear, a person deviously draws the monster's shape on the opponent's map sheet. Monsters that haven't been contained – that is surrounded by terrain or map edges – can result in one or more negative reputation.



HEROES AND NEW LANDS

Now published in more than 30 languages, and having garnered many industry accolades, the *Cartographers* series continues to expand.

Cartographers Heroes (TWK 4060, \$24.95) is a standalone expansion with elements that can be incorporated into the base game or played on their own. The most significant difference between the two games is the addition of heroes that serve as a counterbalance to monsters. Heroes protect against and eliminate monsters, several of which are eager to spread across players' map sheets.

Engaging with the rich narratives and settings of *Roll Player Adventures* and other titles, players can also discover new lands through six thematic map expansions, containing double-sided map sheets and additional cards.



Nebblis: Plane of Flame (TWK 4062, \$9.95) transports players to a fiery landscape featuring a volcano that erupts and destroys nearby terrain. *Affril: Plane of Knowledge* features a chain of islands that can be unlocked as the game progresses. The *Undercity: Depths of Sabek* expansion allows players to map an ancient subterranean city.

Frozen Expanse: Realm of Frost Giants (TWK 4066, \$9.95) features frozen lakes and pre-scouted areas that provide bonus reputation when

explored. *Kethra's Steppe: Redtooth & Goldbelly* depicts two special mountains on each map sheet, challenging players to light a beacon at the summit of each. Finally, *Hornhelm: Wasteland Market* (TWK 4068, \$14.95) includes gameplay features that are markedly different from the other expansion packs. Merchant cards are drawn at the start of several seasons, indicating select items that may be purchased that provide ongoing effects and possibly more reputation.

No matter which *Cartographers* game you own, or which expansions you decide to add (including planned, future content), gamers are sure to enjoy the high level of customization, theme and variability each game has to offer. And with support for any number of players, you may just need a bigger table!

...

Scott Bogen is the Digital Communications Manager at Thunderworks games and has been working in communications, design and marketing-related positions for nearly 30 years, with previously published articles in *Home & Away* magazine, *Game Trade Magazine* (GTM) and *Meeple Monthly*. He nearly always thinks about paddleboarding, smoking meat and gardening.



BEHIND THE FUN



The SPILL

SND 1008..... \$49.99 | Available Now!

The act of 'play' is a primary way in which humans learn. It's not specifically why we play board games, but no board gamer is surprised to hear how games, even those not traditionally thought of as "educational", are useful in education and even therapy. I simply didn't recognize the role that most board game experiences could play in this regard, for many years. Perhaps because I spent so much of my time developing 'backstabby' games, designed to get a rise out of people.

So, I was surprised the first time I heard that *Cutthroat Caverns* was being used in group therapy sessions. It sounded counter intuitive, as past players had remarked they still maintained grudges between friends over the game. But it was being used to instruct on social contracts, setting and delivering on expectations in a defined



play space where such betrayals were not personal, but the 'fun' of the game. The importance of teamwork and the impact of selfishness in that paradigm. I was fascinated, and upon deeper analysis, found I had unintentionally built a social experiment into the heart of the game. You must work together to survive, but at what point will you fall into the temptation of helping yourself, to the risk of all? There was something much deeper built into the nasty, fun time I set out to create.

That opened my eyes to the role of games above and beyond pure entertainment. Through board games, I've been delighted to discover bits of history that the designers were inspired by. The story of the Ale Wives, for example, who invented the brewing of beer, became wealthy landowners and were systematically demonized by the church as witches to halt the threat to the patriarchy. I learned it at the game table.

Which brings us to *The SPILL*, a cooperative game about responding



to an offshore oil spill, which threatens marine life. Designer Andy Kim and his wife recognized how a four-way dice tower could represent the rig in trouble and deliver, in a very real way, the tension of the unrelenting rush of oil and the dangers it poses. The game provides a Pandemic-like experience as players struggle to solve the most dire situation on the board, in a game where you win by not losing every single turn. And while it was designed simply to be a fun challenge in an unexplored thematic setting, it has been used for far more.

During Gen Con Online, one of our players told us he was a real life, field operations specialist and met his wife, a ship's Captain, while they did this type of oil clean-up work. They understood the game was an abstraction but were amazed how well our game captures what goes on in dealing with real world oil spills. It shares the intensity of the multiple decisions one must make to succeed in the clean-up and made him feel like he was back in the field. Of course, he loved the artwork and especially that



we cast a woman as our Sea Captain Specialist, which is rare in the industry but made a big impression on them.

Another of our fans works for a company dedicated to SWIS (Subsea Well Intervention Services), one of a number of organizations created in response to the Deepwater Horizon incident in the Gulf of



Mexico. As he described it to me, they have developed capping and containment systems that are response-ready and standing by on a dedicated 747 which can be flown anywhere in the world. Instead of the two and a half months it took to cap Deepwater Horizon, they can now deploy in hours and have the capability to cap a similar incident in a matter of days, drastically reducing the environmental impacts. Why bring this up?

Our game so well illustrates what their teams are up against, that *The SPILL* is now being used as a training tool and on-boarding exercise for new employees to better understand the work they do. It is both an honor and a tribute to what Andy created.

And naturally, we saw the opportunity to use the game in the classroom as well. Much like we did with *Before there were Stars* for English and Social Studies, we worked with educators to create common core lesson plans for Science curriculums. The first exercise starts with an experiment showing how oil and water interact and



then uses the game itself as a jumping off point for discussions on man's impact of the environment and the importance of preserving it. These lesson plans are available for download on our website.

Perhaps all this sounds a bit heavy for the average game night, but fear not. First and foremost, *The SPILL* is a riveting game of adventure. I almost titled the game, "Heroes of the Ocean" because that is more central the feeling I wanted to instill around the table. It does not seek to admonish mankind with a cautionary tale, rather, it is a celebration of how people come together in the face of disaster and find ways to overcome adversity. When you win, what you will have learned is the power of teamwork and what can be accomplished when minds unite under a common purpose. And it feels great.

What games have you played recently? And what, if anything, did you walk away with? If you look, you may be surprised to find a deeper value than you may have first thought.

...

Curt Covert is the owner of Smirk and Dagger Games, with a 20-year line of games designed to cause a stir at the table.



KINGS OF MIDDLE-EARTH

ARES

KINGS OF MIDDLE-EARTH

AGS WOTR015 \$44.90 | Available December 2023!

Kings of Middle-earth stands out as arguably the most highly anticipated release from Ares Games this year. This third expansion to the beloved *War of the Ring* boardgame has been a long time in the making. Initially announced in 2020, the release date underwent multiple postponements. However, the wait is over, as *Kings* is now officially scheduled for a December 2023 launch.

Why such an extended development period? There are several reasons, but the most significant one is that *War of the Ring* holds a fervent following among thousands of dedicated players. With each expansion, careful consideration is essential to elevate the gameplay. This is no small feat for a game that consistently ranks in the "Top 10" lists of various content creators and prominent gamers' forums like Boardgamegeek. Thus, each expansion demands meticulous design, rigorous development, and extensive playtesting to ensure it achieves this ambitious goal.

War of the Ring provides a rich thematic experience, yet it could not delve into every detail of a Trilogy spanning over 1000 pages. Previous expansions further developed specific elements of the lore: *Lords of Middle-earth* explored the Keepers of the Elven Rings, while *Warriors of Middle-earth* introduced allied "factions" such as Ents, Eagles, Corsairs, and Dunlendings. In *Kings*, our aim was to cast a spotlight on the Sovereigns of the Free Peoples – Brand, Dáin, Denethor, Théoden, and Thranduil. Over centuries, Sauron strived to exert his influence over Middle-earth's rulers through the Rings of Power. Throughout the *War of the Ring*, he relentlessly employed his power and that of his minions to subjugate these five Sovereigns, or even lure them to his side. Meanwhile, Gandalf tirelessly worked to rekindle hope and resistance among them. Since we started the design of *Kings of Middle-earth*, we wanted the struggle for the hearts and minds of Middle-earth's rulers as the focal point of this expansion.

One of the core mechanics in *War of the Ring* is the "Hunt for the Ring", symbolizing Sauron's efforts to weaken and corrupt the Ring-bearer. Early in the design process, it became natural to extend this mechanic to depict attempts at "corrupting" the Sovereigns and turning them into pawns of the Shadow. Now, the Shadow player can opt to utilize the Action dice designated for the Hunt in a Sovereign "Corruption attempt". This diversion redirects Sauron's focus away

from the Hunt for the Ring or his military pursuits, instead aiming to weaken a Sovereign. This strategic choice is tricky, as removing a die from the Hunt box eases the Fellowship's journey. However, corrupting the sovereigns can yield substantial benefits, as their

"weaknesses" (negative abilities) hinder the defense of their cities and strongholds. If, on the other hand, the Free Peoples player succeeds in "awakening" the Sovereigns, arousing their awareness of the urgency to confront the Dark Lord before succumbing to madness or despair, they enhance their people's morale and bolster the resistance against the Shadow hosts.

To comprehensively embody this mechanic, *Kings* introduces miniatures and cards representing the five Sovereigns in their awakened and corrupted states, a new type of Action dice (called "Ruler" dice) and 19 new Event cards.

While the Sovereign mechanic inherently balances itself – these new characters can confer advantages to both players based on the outcome of their control – we also aimed to

furnish the Shadow player with novel elements – the Dark Chieftains. Three formidable minions of the Shadow are introduced, one for each of the three Shadow nations – Uglúk for Isengard, the Black Serpent for Southrons & Easterlings, and the Shadow of Mirkwood for Sauron. Not Nazgûl, but potent and determined military leaders, their presence introduces fresh strategic possibilities, further elevating *War of the Ring*'s replayability. The arrival of a Dark Chieftain grants the Shadow a "Ruler" action die, too, alongside assorted benefits primarily linked to battles – except Uglúk, who, following events in the book, can also pose a threat to the Ring-bearers.

Kings of Middle-earth seamlessly integrates with *War of the Ring* and can also be combined with previous expansions, promising an unparalleled gaming experience and complete immersion into the lore of Middle-earth.

Roberto Di Meglio has worked in the game industry since 1991, first as editor-in-chief of the most important Italian RPG magazine, then as a publisher. He is Director of Production at Ares Games and talented game designer, who co-author of the acclaimed *War of the Ring* board game and *Age of Conan* Strategy Board Game, together with Francesco Nepitello and Marco Maggi.





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UNVEILING STARFINDER ENHANCED: ELEVATE YOUR SCI-FI RPG ADVENTURE!



STARFINDER RPG: STARFINDER ENHANCED HARDCOVER

PZO 7122 \$44.99 | Available October 2023!

Exciting news for all you starship captains, space explorers, and sci-fi RPG enthusiasts out there! The cosmos is about to get a whole lot bigger and more thrilling with the upcoming release of *Starfinder Enhanced*, the latest addition to the beloved *Starfinder* RPG line. As we eagerly await its launch this October, let's take a sneak peek into the universe of possibilities this 192-page hardback has to offer.

MORE OF EVERYTHING

If you thought you've seen it all, think again. *Starfinder Enhanced* is the epitome of "more is more," a veritable treasure trove of creative expansions that promise to redefine your RPG experience. From diverse species to engaging class options, this book aims to redefine the boundaries of your galactic storytelling.

SPECIES REDISCOVERED AND NEWLY DISCOVERED

Prepare to encounter a stunning array of species from the far reaches of the cosmos. The reintroduction of beloved species like the gripli and kitsune from *Pathfinder* lore is sure to spark nostalgia, while the intriguing inclusion of scuridays and other new species adds an exciting layer of discovery to your gameplay. Ever dreamt of playing a Novian, a tiny-sized species that emerges from dying suns? *Starfinder Enhanced* grants you that very opportunity.



ELEVATING BASE CLASSES

Starfinder Enhanced takes the core gameplay to a whole new level by enhancing four existing base classes – the Envoy, Solarian, Technomancer, and Witchwarper. These revised classes not only balance gameplay but also infuse fresh life into your characters. Expect exciting tweaks to core abilities and a more engaging combat experience that encourages diverse tactics and strategic gameplay.

ENDLESS CHARACTER POSSIBILITIES

Are you ready to build the character of your dreams? *Starfinder Enhanced* equips you with a plethora of character options, from archetypes and spells to equipment and feats. With over 90 new feats at your disposal, you'll be able to fine-tune your character's abilities and truly make them your own. Whether you prefer to be a master diplomat, a cosmic warrior, or a spellcasting virtuoso, this book empowers you to forge your unique path among the stars.



UNVEILING THE UNKNOWN

Step into uncharted territory with *Starfinder Enhanced*'s new subsystems. Dive into narrative starship combat with expanded rules that immerse you in epic battles among the galaxies. Embark on a journey with upgraded creature companions and explore new ways to utilize Resolve Points to navigate the challenges of the universe. The possibilities are as limitless as space itself.

A CREATIVE ODYSSEY

Starfinder Enhanced is a testament to the creativity and dedication luminaries like Joe Pasini, John Compton, and Dustin Knight, as well as a lineup of talented freelancers. Their hard work aboard their secret orbiting starship has culminated in a rules resource that seamlessly integrates with the existing *Starfinder* system while propelling it to new heights.

BRINGING IT ALL TOGETHER

As the countdown to the release of *Starfinder Enhanced* continues, the anticipation reaches a fever pitch. This 192-page hardcover is poised to become an invaluable asset for RPG enthusiasts, offering a wealth of character options, species choices, and immersive subsystems that amplify your galactic adventures. From enhancing base classes to discovering new species, this book represents a major milestone in the *Starfinder* RPG line, promising to revolutionize the way you experience science fiction role-playing. Get ready to embark on an unparalleled journey among the stars and elevate your RPG game to uncharted horizons!

...

Aaron Shanks is the Director of Marketing at Paizo. Author credit goes to Paizo's editorial team, as our tabletop roleplaying games are collaborative, both around the table and the virtual office.

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OVERVIEW

WELCOME TO STARFINDER ENHANCED!

As the *Starfinder* Roleplaying Game expands to fill an entire galaxy of adventure, it's only natural for the breadth of options to begin to outweigh the depth. This book takes a deep dive into some of *Starfinder*'s most fundamental systems, such as classes, feats, and spells, and enhances them with new and improved options. Of course, there are also some new systems to sink your teeth into, such as custom equipment and new uses for Resolve Points. Read on for a glimpse into what's in store!

CHAPTER 1: CHARACTER OPTIONS

Starfinder Enhanced provides new options for every single class in *Starfinder*—flip back to the Table of Contents to find the page numbers for your preferred class(es)—but it also presents enhanced versions of four classes in particular: the envoy, the solarian, the technomancer, and the witchwarper. While these are optional adjustments to these classes, you're encouraged to use them in your games. See page 8 for more detail about how these enhanced classes operate.

But there are many more character options in this chapter than classes, from the basic building blocks of a first level character to items and options available at the highest levels.

Themes (9-19)

Eleven themes—six brand new and five adapted from *Adventure Path* volumes—bolster the breadth of backgrounds available for your characters, from the bouncer and pickpocket to the battle medic and vidgamer.

Archetypes (92-101)

Nine new archetypes help you customize your character as they grow along different paths of ability-granting expertise, and they include options as disparate as armored visionary, counselor, and major league coach. The menagerie manager archetype in particular is suited for those with an affinity for creature companions. Speaking of which...

Creature Companions (132-137)

Twelve new creature companions grace these pages, each with a description of their widely varying physiology and habits, plus a stat block that details their unique abilities when they're your bonded companion.

Species (20-31)

These pages contain details for playing 12 species, some brand new and others elaborated upon versions of species first introduced in *Adventure Path* volumes (such as elebrians and endiffian) or the *Alien Character Deck* (such as kitsune and gnom). Learn about their societies and physiology, along with suggestions for names and reasons for adventuring among the stars.

Feats (102-113)

More than 90 new feats, a large number of which are available upon character creation (and many of which reward investing that one extra ability score adjustment into an ability score) are available in *Starfinder Enhanced*. Find abilities that fit your character concept perfectly and enhance your ability to tell even better stories and change the tide of battle!

Spells and Rituals (116-131)

These pages present several dozen new spells, supporting all four spellcaster classes, with a wide range of spell levels as well as a variety of flavor and utility. Following the spells are 10 powerful new rituals, which were first introduced in *Starfinder Galactic Magic*. Of course, if those spells aren't enough...

Designing Spells (114-115)

These two pages are packed with advice for making your very own spells, making sure they're compatible with *Starfinder* while maintaining your vision for a unique option.



CHAPTER 2: EQUIPMENT

A cornucopia of items await you in this chapter: augmentations (148–151), magic items (152–155), tech items (156–159), and hybrid items (160–163), all of which will enhance the equipment available to your characters. On top of that, there are a huge number of new single-use items such as grenades (164–168) and serums (169–171) to give you the flexibility to have the right tool for the job, no matter the adventure. And of course, new personal items (172–173) help immerse you in the science fantasy narrative of Starfinder. But there's more waiting for you in the equipment chapter—namely...

Scaling Equipment (140–147)

For the adventurer who wants to keep their trusty doshko or laser rifle (or design their own science-fantasy weapon!), this optional scaling-equipment system provides a way to customize weapons and armor—and scale them appropriately as your character gains levels (and, of course, the requisite credits to pay for upgrades).

CHAPTER 3: OTHER RULES

This chapter provides some new, optional systems and rules that any group can use in their Starfinder games.

Narrative Starship Combat (176–177)

For those desiring a more streamlined, story-focused version of starship combat, *Starfinder Enhanced* presents a narrative

starship combat system. Less focused on tactical movement and the tracking of a bevy of statistics, this system looks more to the players and GM to collaboratively tell a story about starship-scale encounters—while still using relevant skill checks and ratcheting up tension.

Resolve Points (186–187)

Resolve points are a mainstay of the Starfinder Roleplaying Game, though the rate at which characters gain them might outstrip ways to use them. Enter new ways to spend Resolve Points for powerful effects, in and out of combat! This optional system expands the uses for Resolve Points in several new and interesting ways.

GM Tools (page 184–185)

A variety of GM tools can be found in this section, each designed to help GMs run their games more efficiently while also providing the option for granting characters more flexibility and power. An alternate skill DC chart is a one-stop shop for level-appropriate skill DCs, while a milestone leveling system provides advice for doing away with the bookkeeping of XP tracking.

Finally, a free archetype variant allows PCs to take on a free set of additional abilities (with the caveat that this will make them stronger than the expected baseline for the Starfinder RPG).

DUNE

IMPERIUM

UPRISING



DUNE - IMPERIUM: UPRISING

DWD 01015..... \$60.00 |

Available Q4 2023!

With the next installment in the epic Dune saga due in theatres this fall, we're excited to introduce the next chapter of the *Dune: Imperium* board game line. *Uprising* is a standalone expansion that pulls several important characters and concepts from *Dune Part 2* into the *Dune: Imperium* (DI) experience.

As an enormous fan of the books and the movie, I wanted to shake things up and celebrate the story of *Dune Part 2* in a big way. So similar to some of our Clank! expansions, I decided that a replacement board was the best route for delivering something exciting, without directly expanding the original DI into something too complex.

With those goals in mind, it was also important to make sure that *Uprising* would be friendly to new players; even if you've never played DI before, *Uprising* should be an excellent entry point into the series. Juggling all those goals made *Uprising* the most challenging tabletop game I've ever designed, but I'm very proud of the result.

Veteran players will find new game board to explore and new puzzles to solve, with the majority of board spaces different from the base game. Similarly, *Uprising* comes

with all-new Imperium, Intrigue, and Conflict decks. Yes, none of these cards are repeats from DI. But they're all compatible with *Rise of Is* and/or *Immortality*, so you can play with any combination of them together. You can even mix in base DI cards of all types to form your own curated decks.

Uprising comes with an all-new suite of nine unique Leaders, and this time it's not just leaders of the Major Houses of the Imperium anymore. As the conflict on Arrakis rises toward an explosive climax, the concept of who can be a "Leader" in DI has broadened; more characters have a chance to make an impact on the future of the Imperium: from lowly spice smugglers to the Emperor himself. Players will also get to play characters introduced in the upcoming *Dune Part Two* film, such as Lady Margot Fenring and Feyd-Rautha Harkonnen.



Combat on Arrakis comes with some new twists representing escalating warfare. Perhaps most significant is the ability of worm riders to enter the fray. But not every player will have the opportunity to do this – you'll need to first seek out the friendship of the Fremen and visit Sietch Tabr to get training with Maker Hooks. Once you have Maker Hooks, you can send an Agent to the desert spaces to call worms, forgoing the usual spice reward. Sand worms are as strong as dreadnoughts from *Rise of Is* but they come with an even stronger special ability – the ability to double your rewards from the conflict. One thing, though... many of the most important battles take place behind the safety of the Shield Wall. So if you're a worm-riding player, be on the lookout for ways to blast your way in!

Like *DI*, there are several avenues to victory for players to pursue outside of combat. Politics, intrigue, and The Spice Must Flow can all be rewarding; players need to navigate an environment of difficult-to-predict factors to emerge the winner at the end of the game. There is also a new Spies mechanic that players can use to get an edge. Spies can be placed on observation posts on the game board, and then recalled later for one of two effects: infiltration (being able to visit the same board space that an opponent visited this round) or gathering intelligence (drawing an extra card). There's even a new Agent icon related to spies. Whenever a card has this Agent icon, you can send that Agent to a board space where you currently have a spy, adding more flexibility to how you move around the Imperium.



Gameplay is asymmetrical: each Commander has a unique starting deck and unique advantages they bring to the table. And the game board is double-sided, with the back side a special 6-player-only version of the board, with more board spaces to support six players' worth of Agents.

There's a lot more I could talk about with *Uprising*... new card synergies for Emperor and Spacing Guild cards, a replacement for Arrakis Liaison, new twists on Swordmaster and High Council, battle icons on Conflict cards, an all-new CHOAM contract module, and more.

As I mentioned up top, this was the most challenging tabletop game I've ever worked on, and the trickiest part was satisfying veterans with an exciting array of new stuff while at the same time managing complexity so that new players would feel welcome. I truly hope that all types of players give *Dune: Imperium - Uprising* a look when it arrives in stores soon. I'm looking forward to hearing reports from the community!

LONG LIVE THE FIGHTERS!

...



One of the most exciting aspects of *Uprising* is the all-new 6-player team mode. One team of three players is commanded by player representing the Emperor. Their goal is to put down the revolt on Dune represented by the opposing team, led by Muad'Dib's.

Paul Dennen is VP of Design at Dire Wolf, where he leads the team in designing award-winning tabletop and digital games. His design credits include *Dune: Imperium*, *Clank!*, *Wild Tiled West*, and others. A longtime tabletop game enthusiast, he has a Computer Science degree from the University of Rhode Island and spent several years as a software engineer before becoming a full-time game designer.



HORRIFIED

GREEK MONSTERS

Ravensburger

HORRIFIED: GREEK MONSTERS

RVN 60002045 \$39.99 | Available October 2023!

Fans of Ravensburger's *Horried* series have been patiently waiting for the next installment of this spinetingling tabletop experience. The two previously released titles drew their inspiration from the folklore of *North America* and the roster of *Universal Monsters*. So, it's a bit of a departure to head across the Atlantic and to travel back in time 3000 years, but in talking with Mike Mulvihill, the designer and developer of *Horried: Greek Monsters*, it's easy to see how this new collection of creatures came to join this family of cooperative horror games.

Can you talk about the design and development process on *Horried: Greek Monsters*?

Mike: As a team, we start everything with the Monsters. We saw great success with the American Monsters, and we really wanted to do something for *Horried* fans outside the North American market — to make something that our European division would love as well. So, we looked for the best collections of monsters with nearly global awareness and there was only one real option — the Greek Myths!

Once we narrowed down the monster list, we headed in three directions. Sam Dawson, the art director on this project, began his process for the look and feel. I reached out to puzzle experts, in this case Peter Lee, to craft drafts of the monster puzzles. And I worked on the other stuff, like the character list and abilities, the map, cards, and items. All while testing everything with our awesome playtesters.

Eventually, I oversaw and ensured all those parts came together to make one awesome game.

Can you elaborate on one of the new elements in this edition, *The Lairs*?

Mike: Four of the Monsters in the game (Medusa, Cerberus, Minotaur, Chimera) don't have a known "home" location when the game starts. They start in the same place, but you don't really know where you can advance or defeat a monster, until you expose their Lair. Lairs are always placed face down in one of 4 locations, waiting to be discovered. This allows more group teamwork. Plus, the same monster will feel different each time you play it.

In addition to creating an even larger puzzle to solve, Lairs allow us to immerse players in the game and story. Lairs match the myths themselves: the monsters are hard to find, and the Heroes of myths had to go on quests to find or defeat them.

Why these six monsters?

Mike: Based on their fame, there were three Monsters we knew we had to do: Medusa, Cerberus, and the Minotaur. Then we wanted different looks and feel (for example doing the Cyclops would basically be the same as the Minotaur, a giant man creature with a big club who hits hard) and we wanted variety. I think The Siren came next because of her "song" concept.

After that we chose the Chimera because of the look and myth of the monster with three different animal heads. Finally, the Basilisk has a lot of non-Greek references, and the idea it can only be beaten by weapons blessed by the Gods, makes for a great puzzle idea.

Players play generic Heroes, and the Citizens are Legendary characters. What was the reason for this choice?

Mike: We wanted a reason why the Gods would task regular people to be Heroes, mainly because

the Legends of Greek myths are nearly as powerful as Gods, and we wanted the players to have to use their own abilities, planning, and strategies to win.

We came upon the idea that the Monsters were released through the opening of Pandora's Box. The Legends were targeted by those Monsters, so the Gods had to call on "regular" people and make them Heroes.

Now the cool thing about the Legends is we were able to tell their stories with where they start and where the players must take them.

For instance, poor Io — when played she starts at the Temple of Zeus but must be taken to the Stables...And her story is that Zeus, to hide his affair with her, turns her into a horse to hide her from Hera.

While Jason, of Argonauts fame, starts at the Lighthouse and needs to get to the Port.

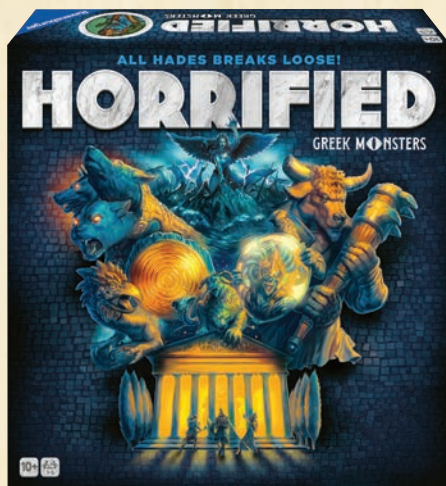
We even have Hippolyta, Queen of the Amazons, who begins in the Stadium where feats of strength, power, and agility are performed and ends at the only place that makes sense for this great warrior — the Battlefield!

Which is your favorite Monster?

Mike: This is like asking who my favorite child is! I do like the Siren because her puzzle seems so easy... it's a variant of a matching game and seems so simple, until you miss one or two. Then the pressure is on. Also, she moves the Heroes towards her whenever her dice roll the Power Symbol... this is just so on point — lure them in to destroy them. But seriously, I love the thematic elements of all the monsters, their puzzles, and their powers... because they come directly from their myths!

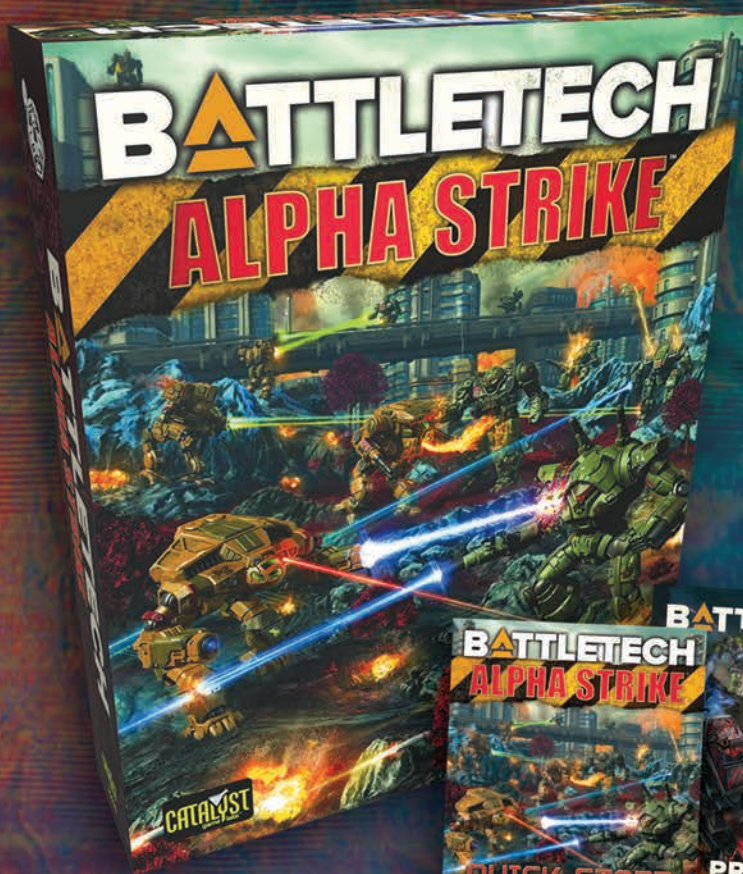
Horried: Greek Monsters and its iconic creatures, challenging puzzles, and thematic gameplay is available beginning October 2023 at your Friendly Local Game Store.

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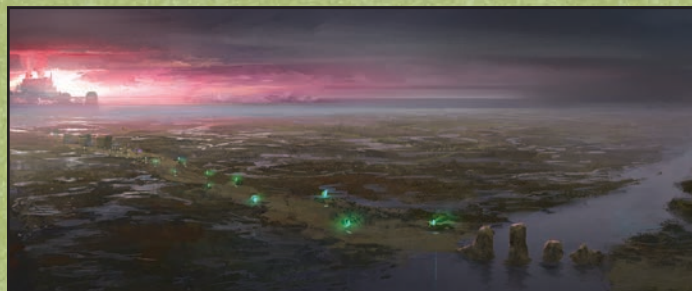
WARHAMMER
AGE OF SIGMAR
ROLEPLAY

SOULBOUND

A BROKEN & FERAL ERA



The Mortal Realms of the Age of Sigmar are used to long centuries of conflict, but not even the dark years of the Age of Chaos saw as much brutality as that unleashed during the present Era of the Beast. Cubicle 7's *Warhammer Age of Sigmar: Soulbound* is a raucous roleplaying game that has followed the tumultuous upheavals of the Mortal Realms for several award-winning years.



In *Warhammer Age of Sigmar: Soulbound*, players take on the role of Soulbound — powerful heroes whose actions shape the future of the Mortal Realms. The Soulbound are an ancient order dating back to the Age of Myth. The Pantheon of Order created the Soulbound as both servants of the gods and guardians of the realms. As the Pantheon of Order was shattered and the Mortal Realms descended into the Age of Chaos, the Soulbound faded into memory, then half-forgotten legend. Now, in a time of utmost need, Sigmar has called his old allies to join together and resurrect the lost order. Only a few answered the God-King's call, but now the Soulbound walk the Mortal Realms once more.

To be Soulbound is to have your essence entwined with others drawn from many different species and cultures, binding your souls together. Becoming Soulbound is a phenomenally painful process, one which not everyone survives. Those that do are bound together, their souls linking to create a powerful tether or conduit that allows them to draw upon each other's essence, protecting them from the servants of Nagash, the God of Death.

If Sigmar's Stormcast Eternals are a blunt hammer, then the Soulbound are a deft scalpel, uncovering treachery, covertly slipping into strongholds unnoticed to investigate dangerous mysteries, and regularly achieving the seemingly impossible. Occasionally, a Stormcast Eternal is assigned as a liaison to a binding of Soulbound, ostensibly to help direct them and help achieve their goals.



If you are new to tabletop roleplaying games, new to the Age of Sigmar, or both, then the *Warhammer Age of Sigmar: Soulbound Starter Set* (CB7 2510, \$29.99) is a great place to start. The boxed Starter Set contains a 48-page adventure that serves as a step-by-step guide to learning the rules of Soulbound while also introducing a



reader to the world of Age of Sigmar. It teaches players how to make Tests, what a Fyreslayer is, and gives advice on being a Gamemaster. The Starter Set also includes useful reference sheets, dice, tokens, maps, and five pre-generated characters so players can dive right into the action. It also comes with a 64-page guide to Brightspear, a city on the Great Parch of Aqshy, the Realm of Fire, where the adventure takes place, which contains a tonne of extra adventuring ideas.



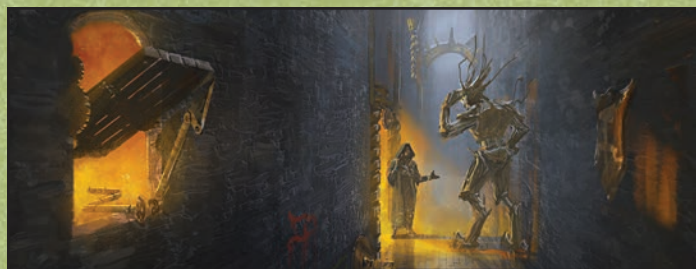
If you are already experienced with tabletop roleplaying games or huge fans of the Age of Sigmar setting, then the *Warhammer Age of Sigmar: Soulbound Core Rulebook* (CB7 2500, \$59.99) is a perfect starting point. The core rulebook provides everything needed to roleplay in the Age of Sigmar. It contains a step-by-step guide to character creation with over 20 Archetypes to choose from, dozens of spells and Talents for heroes to utilise, and rules for combat and exploration (with plenty of examples). It also covers an extensive look at each of the Mortal Realms and the gods that oversee them, along with

a deep dive on the lands of the Great Parch in the Realm of Fire, and a bestiary containing over 60 monsters.

Warhammer Age of Sigmar: Blackened Earth (CB7 2532, \$39.99) is a thrilling five-part campaign set within the Free City of Greywater Fastness in Ghyran, the Realm of Life. The Soulbound have been tasked with steering this vital city away from its path of destruction. No easy task as the city's pollution and destruction of its surrounding environs has turned the local Sylvaneth against it, with far too many influential voices calling for war. The book contains a comprehensive guide to Greywater Fastness, the most industrialised of Sigmar's cities, covering over 70 locations and important characters within the city, as well as a beautifully illustrated map. No guide to a city like Greywater Fastness would be complete



without discussing the illicit items to be purchased within its black markets and the new terrifying monsters that seek to destroy it!



An eagerly anticipated volume by Soulbound fans, *Warhammer Age of Sigmar: Era of the Beast* (CB7 2541, \$39.99) chronicles the Broken Realms saga – a period of great upheaval across the Mortal Realms, for though the Everqueen's Song of Life has renewed much, it has also unleashed Kragnos, the End of Empires! All Ghur, the Realm of Beasts, surges with feral energy and the forces of Destruction have become more emboldened than ever before. Contained within are brand new Player Archetypes based on characters

from the era, including the Draconith – towering dragons driven to the edge of extinction, now returned to reclaim their ancient homes! Explore the predatory wilds of the heartlands of Ghur, such as Thondia, a vast and primal land filled with beasts great and terrible, or pit the Soulbound against the insidious Krulboyz – swamp-dwelling Orruks who favour Mork, using terror and cunning to hunt their foes. *Era of the Beast* allows Gamemasters and Players to bring their adventures into the current Age of Sigmar metanarrative if they wish, and it is simply jam-packed with new options and inspiration for exciting adventures across the boisterous predatory lands of Ghur.

...

TS Luikart is the North American Sales Manager and an RPG Designer for Cubicle 7. He could really use an augmetic cogitator to keep track of all the histories of the worlds he's helped create as his brain is getting full.

We Bring Japan to You!

The holiday season is approaching, and what better way to spend your leisure time than by immersing yourself in the captivating world of board games? With an impressive array of games that seamlessly blend the vibrant aesthetics of Anime with strategic gameplay, Japanime Games promises to make holidays truly magical.

Established with the intention of bringing the best of both worlds together, Japanime Games stands at the crossroads of two captivating universes: the limitless realm of Anime and the engaging world of board gaming. With a diverse range of offerings our catalog includes board games that cater to Anime enthusiasts, seasoned gamers, and newcomers alike.

With our new collection of Officially Licensed jigsaw puzzles, gather the family around a table and start separating edge pieces from the center pieces because 1000 pieces is no joke! Evangelion, Seven Deadly Sins and Attack on Titan are three beloved series each with their own memorable characters. Each puzzle will depict an epic scene from those Animes.



For fans of Akiko (Japanime Games' Vtuber mascot), **Ramen!** **Ramen!** and **Sushi Boat** are the perfect offerings. **Ramen! Ramen!** is a quick and clever card game that lets you compete with fellow ramen chefs to create the most mouthwatering bowls of ramen. On the other hand, **Sushi Boat** is a race against time to fulfill orders and create explosive sushi combinations, all while managing the



chaotic movement of the sushi boat.

Japanime Games also features a plethora of licensed games from very well-known Anime such as **Naruto**, **Tokyo Ghoul**, **Fairy Tail**, **Bananya** and many more. All these games differ greatly from one another. While **Naruto Ninja Arena** pits players against each other in strategic battles featuring characters from the hit Anime, **Tokyo Ghoul Bloody Masquerade** is a social deduction game which challenges players to unmask ghouls and humans through deduction and deception, capturing the essence of suspense and intrigue. **Bananya: The Card Game** completely captures the essence of the Kawaii kitten in a banana. Players aim to collect all of the different adorable Bananyas to win the game.



Other offerings from the company's very own license include **Kamigami Battles**. In **Kamigami Battles**, players will choose a God (from many different pantheons ranging from Greeks to Babylonian and even Lovecraft) to engage in breathtaking battles, utilizing strategic card combinations and distinctive divine abilities to claim victory. It features three base games and six expansions all with the



same card back so games can be mixed together and still able to be played.

For more experienced gamers, Japanime Games offers **Epic Seven Arise** and **Tokyo Sidekick**. **Epic Seven Arise**, based on the mobile game, is a strategy RPG featuring gorgeously detailed miniatures (of heroes as well as monsters), an enthralling adventure and unforgettable character arcs.

Our very first licensed game **Tanto Cuore** is a fan favorite with one base game, one expansion and three standalone expansions. It is a deck-building game which features a charming experience as each player competes to employ the most skilled maids to fill their mansion and accumulate victory points.



Japanime Games takes pride in its commitment to capturing the captivating Anime visuals within their board games. Every card and component is meticulously crafted to transport players into fantastical worlds reminiscent of their favorite Animes.

From deck-building and tactical strategy to roll-and-write excitement, and even culinary challenges, Japanime Games is a haven for every gamer. This comprehensive selection ensures a game perfectly tailored to everyone's personal gaming proclivities. Whether you're introducing newcomers to the world of board gaming or pitting experienced players against formidable opponents, these games promise a well-balanced and enjoyable experience.

As the holiday fervor builds, immerse yourself in the enchanting world of Japanime Games. A treasure trove of board games seamlessly blending the charm of Anime aesthetics with captivating gameplay awaits, including titles such as **Kamigami Battles**, **Sushi Boat**, **Ramen Ramen**, **Naruto Ninja Arena**, **Tokyo Ghoul Bloody Masquerade**, **Bananya: The Card Game** and many more.

Board games stand as a remarkable means of bonding. With Japanime Games' offerings, invite your friends to forge lasting memories. So, let's roll some dice and play some cards!



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PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

EPISODE #62: OUR FURRY FRIENDS

Welcome to the latest “episode” of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

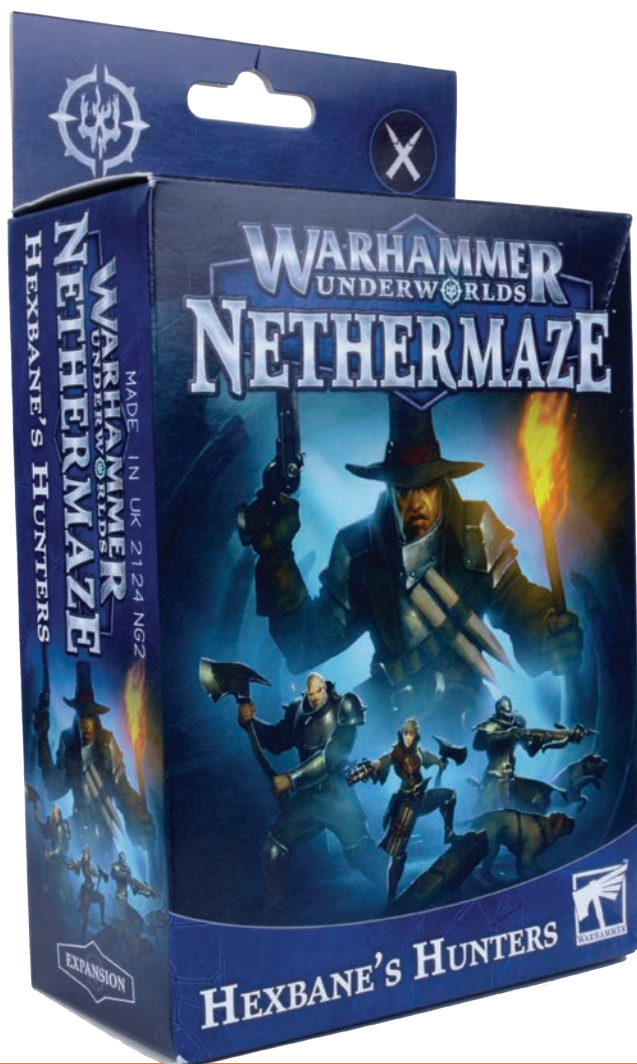
You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajewski, and occasionally by other painters who each bring great advice and their own style to the conversation.

PAINTING UP YOUR MASTIFFS

Over the last five or six years, we have seen an increase in the number of “pet” type models enter the market. Sometimes these cats and dogs (and rats and ferrets) are sculpted with fur that we can accentuate with techniques like drybrushing or washes. Other times, these minis are smooth and it is up to us to add the impression of texture from a rough coat of fur.

In this month’s example, I’ve used two mastiffs from the Hexbane’s Hunters box (left) and given them a classic mastiff coloring (below). The trick to creating the impression of texture is painting a lot of very thin lines in a highlight color exactly where you would expect to see highlights on the model. The more lines and layers, the stronger the impression will be.

The miniatures used as examples on these pages are from Games Workshop’s Warhammer Underworlds and Necromunda ranges.





I started with a coat of The Army Painter Matt Black spray primer.



I then sprayed a layer of The Army Painter Desert Yellow spray primer.



The dogs were given an overall wash of The Army Painter Soft Tone.



I then used a fine point on my brush to paint fine lines of Vallejo Sand Yellow as highlights and to simulate a fur texture.



I then painted their muzzles with a mix of Sand Yellow and Vallejo Dark Fleshtone, getting darker towards the noses.

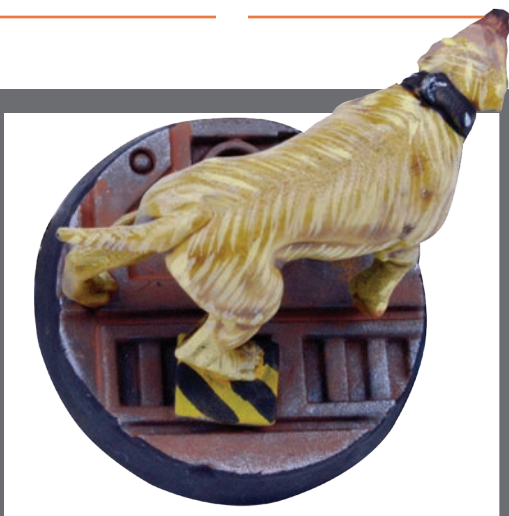


And finally, I carefully picked out the various details like harnesses, eyes, and noses with The Army Painter Matt Black.

SCI-FI BASES

Although these miniatures were designed for the "high-fantasy" game of Warhammer Underworlds, it is pretty easy to switch them to a sci-fi setting by giving them an appropriate base.

In this case I used the Necromunda bases (available separately), painted them with The Army Painter Gun Metal, and washed them with a thinned down coat of Vallejo Red Leather for that rusty effect. Edges were then lightly drybrushed with The Army Painter Shining Silver.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



TESSERACT (SND 1010)

From Smirk & Dagger, reviewed by Eric Steiger

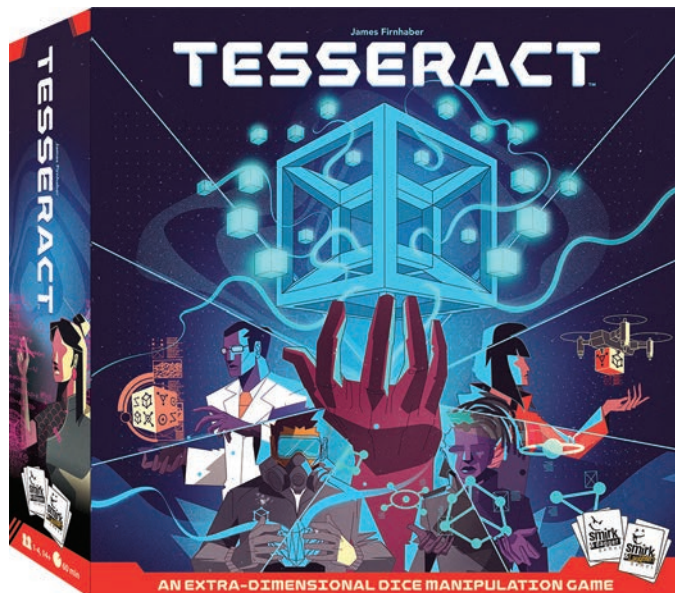
 14 & Up	 1 - 4 Players
 60 Minutes	 \$ 54.99

Hey everyone, did you know that *Pandemic* turned 15 years old this year? We've had a lot of fun with it. As asymmetrical, fully collaborative co-ops go, it's been the one to beat for awhile, and not many games have come close. The problem is that we've had 15 years to get good at it, and we all know how much fun it is to play with that one person who's played it waaaaay too much and knows what everybody else's best move is. Now meet *Tesseract*. I got to try this at Gen Con, and I **love** it.

Tesseract is an asymmetrical, fully collaborative co-op about an alien cube (made of 64 dice) that's going to destroy the world when all its dice are removed, that you have to prevent...by removing its dice. On your turn, you'll have 3 actions, which may be influenced by your unique job card (sound familiar?) that you'll use to try to progress on your quest to set aside one die of each color and value combination in containment (the victory condition) and also to prevent bad things from happening at the end of your turn (also sound familiar?). Despite these superficial similarities, however, *Tesseract* is actually quite a different animal, and there's a lot of game here.



The *Tesseract* itself sits on a nifty rotating turntable and consists of a 64-die cube randomly arranged, although it won't be that large for very long. The difficulty level of the game is set by which platform for the turntable you use, because each time you inevitably empty a column of dice from the *Tesseract*, it triggers a Threat, and the varying severity of these determines your likelihood of victory. Your actions include removing a die from the *Tesseract* to your lab, adjusting values on dice in your lab or the "Primed" area (danger zone!), giving or taking a die from another player, or sending one die from a set (3 of a kind) or run (sequence) in your lab to the containment area to advance your victory condition.



After you perform your 3 actions, you remove one die from the *Tesseract*, roll it, and add it to the Primed area to stare menacingly at you...unless it's your third die of that value in the Primed area, in which case, you just caused a Breach. Hit 7 Breaches and BOOM. Game over. Additionally, if it was the bottom die you just removed (and no, you don't have a choice in which die gets primed - it's always the lowest-value one closest to the bottom with 3 or more visible faces), you also get a nice little treat in the form of the Threat you revealed on the turntable. Threats can range in value from "destroy a die on the *Tesseract*" to "prime another die on the *Tesseract*, and just for funsies, bring back a destroyed die and prime that one too."

It's not all doom and gloom, however. Research cards represent free bonus moves you can take without spending an action, and they can get pretty powerful at the higher levels. The downside is that each one only works once, and the only way you can get them is by rerolling all of the remaining dice from your set or run after you used a contain action, which might be a bit of a disruption if you were hoping to use that set or run for more containment later. Additionally, each time you contain a complete set of all 4 colors of the same value, you'll unlock a special bonus that can buy you more time. After the first 2 dice of that value, you get to see what it is, so that can aid in your planning.

As with all collaborative co-ops, *Tesseract* runs the risk of having one player trying to quarterback and tell everybody what to do. However, it's an incredibly nuanced game with rarely an objectively "best" option, and that guy doesn't have 15 years of experience with the game, so it's easier to tell him to take a seat and work together. Which you will enjoy doing, because this game is, in all the best ways, a panic-inducing brain-burner. The custom dice and turntable lend a lot to the "alien artifact" feel of the game, and if you are looking for a thinky, fully collaborative co-op, you absolutely cannot pass this one up.

...

Eric is your friend, and friends wouldn't let you play bad games.



BONSAI (DVG 9054)

From DVGiochi, reviewed by John and Dell Kaufeld

 8 & Up	 1 - 4 Players
 40 Minutes	 \$34.99

There's something magical about bonsai trees. The first time I saw one, I thought it was a model made from plastic and silk leaves. It couldn't possibly be a real tree. But yes, it was real. And it was miraculous.

That magical moment came back vividly when I opened *Bonsai* from DVGiochi. Granted, I'm already a fan of tile-laying games, but the designers of *Bonsai* took that mechanic to a brilliant new level.

Let's dive into the top five things you need to know about *Bonsai* before I gush away the whole review in the introduction.

A GAME OF CARDS AND TILES

Bonsai's components are simple and thematically illustrated. The game includes a deck of 47 Zen cards, over 150 *Bonsai* tree tiles, five sets of goals, and four player pot tiles.

The Zen cards affect the game's flow and present new point scoring options. The tree tiles represent your *Bonsai* tree itself and the features you decide to grow on it. The goal tiles create a varying set of victory conditions that make every game a slightly different challenge.

THE POT'S SECRET

The player pot tiles include an Easter egg that demonstrates the game's attention to cultural details. Each double-sided player pot has gold lines on it, which the game calls "the gold crack." The crack serves a purpose in scoring goal tiles, but is never explained beyond that.

Those lines represent the 400-year-old Japanese art of Kintsugi, where broken ceramic pieces are repaired with lacquer and gold to highlight the break and honor the object's history. The repair makes the item more beautiful and valuable than it was before. The crack and its repair also become a metaphor for how the scars of life make us stronger and uniquely resilient.

PICKING AN ACTION

Players can choose one of two actions each turn. The Meditate action lets you draw a card from the face-up display. The Cultivate action lets you add new tiles to your *Bonsai* tree.

During a Meditate action, the current player chooses any face-up card from the board and adds it to their tableau. The game board displays four available Zen cards, with bonus tile icons below three of the card spaces. The cards fill the board from left to right; the bonus icons sit under the right-most spaces.

If the card's space has bonus icons under it, the player performs that action immediately when drawing the card. Depending on the card selected, the player may also draw or play tree tiles, or simply hold the card to use in the future.

CULTIVATING A TREE

During a Cultivate action, the player starts by checking the cards in their tableau and the *Bonsai* tiles they previously collected.

The tableau cards govern how many tiles they can store at the end of each turn and the number and type of tiles they can add to their *Bonsai* tree when they Cultivate. The cards show a mix of icons for each of the four tree tiles (wood, leaf, flower, and fruit) plus a wild icon that represents any type of tile.

Adding the tiles to your tree connects you to the ancient art of *Bonsai* itself. You choose the direction the tree's wood will grow, whether it will be lush or sparse with its leaves, and where its flowers and fruits will sprout. All of these choices can affect the way the tree scores points at the end of the game.

PARCHMENTS AND GOALS

The tile placements you choose generate your victory points at game end. The parchment cards you drew and goal tiles you claimed boost your score even more.

Parchment cards grant you extra victory points for the tiles in your tree and for the cards you drew during the game. The game includes a variant rule that front-loads the draw deck with parchment cards to emphasize strategic choices and reduce the luck of the draw.

Each game's goal tiles are chosen randomly during game setup. Each time you play, you use three of the five sets of goal tiles. The mix creates variable bonus options and adds to the game's re-playability.

You claim a single goal tile at the end of a turn when you fulfill the tile's conditions. You can choose to skip a low value tile and try to claim a higher value one later in the game, but if you do that, you can't go back and claim the one you skipped.

VERDICT

With easy to learn rules, no-reading-required game components, and a gorgeous table presence, *Bonsai* is a thoroughly enjoyable game.

At its heart, the game engages players by presenting a mix of artistic and strategic challenges. Do you grow your tree with an eye toward completing a goal tile or do you maximize the points from tile placements and hope for some lucky parchment card draws?

The physical act of building and expanding your *Bonsai* tree feels almost soothing. And when the game ends, your table holds a bunch of delightful player creations.

Since everything in the game is icon-driven, younger kids can play either on their own or with a partner. As a bonus, the game's multiple solitaire options mean it can hit the table over lunch or when your regular gaming group is somewhere else.

Bonsai deserves a place on your shelf. Highly recommended.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Dell at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



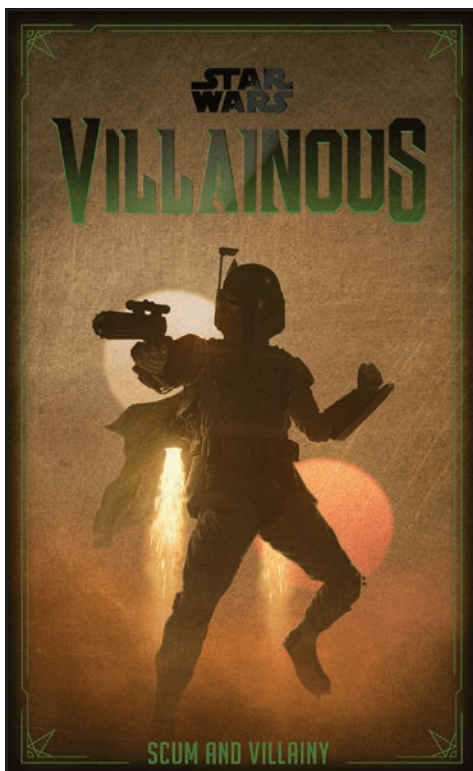
STAR WARS VILLAINOUS: SCUM & VILLAINY (RVN 60002041)

From Ravensburger, reviewed by Brian Herman

 10 & Up	 2 - 3 Players
 50 Minutes	 \$29.99

While I've never made a secret that I absolutely adore the *Villainous* engine in its myriad of forms, I really think that the *Star Wars* property has really made it hit its stride. The added mechanics and characters chosen to be represented with the initial release were perfect for a core set. However, at the time, I wondered where the fringe villains were. The bounty hunters, assassins, and Outer Rim hunters that scrape by on their wits and guile. When *Scum and Villainy* and its characters were announced, I waited with bated breath. When the review box arrived, I tore into it with fervent anticipation, seeing a familiar jetpack clad helmeted silhouette on the cover. Read on and discover what I humbly believe may be the best *Villainous* expansion to date.

If you haven't yet played any version of *Villainous*, then stop reading now and peruse Ravensburger's deep catalogue of titles for this game. Step into the role of your favorite bad guy from Disney, Marvel, or *Star Wars* and pursue your nefarious goals with ambition and cunning, testing your might against other evil characters each pursuing their own plan. However, if you're even remotely a *Star Wars* fan, then this is the brand of *Villainous* for you, whether you want to rule the galaxy or merely make a living. *Scum and Villainy* provides three bad guys in this "expandalone" model to choose from, each with their own brand of dastardly cunning.



Cad Bane on the other hand, is charged with collecting 5 "target" tokens, not out of personal vendetta or emotion, but as a consummate professional. His allies played to his board aren't friends, they are his crew. He uses them to flush out his targets and mark them with target tokens, preferring to swoop in and play his signature "Now it's My Turn" card and remove them from the game as well, collecting the token. While this does mean Cad Bane must essentially defeat heroes twice in his realm, it's a remarkably satisfying experience to play. The calm, professional manner of a hired blaster hunting down his targets one by one makes for intense, calculated gameplay every turn.

Boba Fett is perhaps the most notorious and feared fringe character in all of *Star Wars*, his helmeted impassive form being an imposing figure. To win, Fett must collect 4 bounties and reap the rewards for each. To do this he has a new kind of card, a contact that he can attach bounties to. Boba Fett doesn't have allies; he has other bounty hunters he can engage to assist in his tasks. However, bounty hunting is a competitive business, and these fellow hunters can turn on Fett in

a single turn, moving to the hero side of his board as adversaries. When Fett collects 4 bounties, however, he cements himself as the best in the business.

I can't say enough good things about *Scum and Villainy*. Ravensburger has honed its editorial accuracy to a razor's edge, with every character feeling like the source material at every turn. With Seventh Sister, the hunt for rebels is immensely personal. With Cad Bane, his tracking and dispatching of his targets is cold, calculating. With Boba Fett, both his bounties and the obstacles in his way are just business. These three evildoers fit in nicely with the core set of *Star Wars: Villainous* as well as play together on their own. No matter your involvement with the game, this is one release you don't want to miss.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.



Seventh Sister has the goal of removing 3 different Rebel Heroes from the game. Not simply satisfied with defeating her rivals, she wants them removed entirely from the universe. As an Inquisitor for the evil empire, her hatred of the rebel crew of *The Ghost* knows no equal or bounds. Seventh Sister makes excellent use of the "Ambition" mechanic that's unique to the *Star Wars Villainous* engine, spending her early game biding her time to gain ambition and muster the full force of Stormtroopers, her fellow inquisitors, and even Darth Vader to her side. When she defeats one of her select targets, she can pay an additional amount of Ambition tokens to remove the card from the game entirely. While she doesn't have an easy path, it's certainly a satisfying one exploring her zealous vendetta against a plucky band of heroes with hatred.

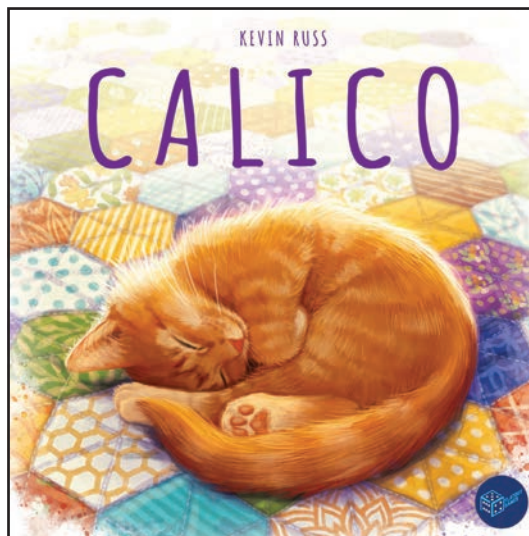
CALICO (AEG 6210)

From Alderac Entertainment Group, reviewed by Whitney Grace

 10 & Up	 1 - 4 Players
 30 - 45 Minutes	 \$39.99

One of the best relaxing sounds in the world is a purring cat. The only thing that can top a purring cat is if the fluffy, little (or hairless) animal is on your lap and you're both warm and cozy. Feline lovers everywhere will agree that being chosen by a cat is a blessing among none another. Tabletop gamers and cats go together like sandwiches and card games so it was only a matter of time before someone invented a game about cats and snuggling...er...*Calico* is more or less like that.

Calico is like an old-fashioned quilting bee except it's a competition to sew specific patterns to attract cuddly cats. Whoever earns the most points from design goal tiles, cats, and buttons wins the game. *Calico* crams the game box with quality accessories that are marvelously illustrated and designed to replicate real cats and colorful fabric and buttons. There are 4 dual-layer quilt boards, 108 patch tiles, 24 design goal tiles, 80 cat tokens, 52 button tokens, six black and white patch tiles, five scoring tiles, one master quilter tile, one button scoring tile, a score pad, and a cloth tile bag. The box can also double as a bed for your IRL pet cat (or cats—one in the lid and the other in the bottom) so they don't interfere with gameplay.



achieved with different colors and patterns using the patch tiles. These tiles have a low and high point value, the higher is earned when a design goal is completed twice. Players can attract cats (cat tiles) to their quilts by sewing the cats' preferred shapes in their favorite patterns. Button tiles are earned when players sew three or more patch tiles of the same color into a group. If players collect all six of the colors they earn a rainbow button.

The different tiles and their scoring systems left me scratching the furniture in frustration until I carefully read the instructions and played the game. While the three-tile scoring system appears complicated (like attempting to catch the evil red dot from a laser pointer), it's actually as intuitive as a kitten conning its human for treats. It does take some practice but once you understand how to arrange the tiles to earn points, you can combine tiles to double or triple up their point values. It's like learning the best way to pet a feline without getting clawed and bitten. It's also extremely helpful the manual has visual examples to help.

If *Calico* couldn't get any more fun, there are different player modes and achievement scenarios if regular gameplay becomes too familiar.

While the gameplay is terrific, the cats are easily the best part because they're based on real pet cats. Each cat was dutifully rendered in a manner that would make James Herriot proud. Their profiles are also printed in the back of the manual. The game designers can add future additions to *Calico* with more cats, colors, and designs. (I stress adding more cats.)

Calico might be a spicy feline with its seemingly overwhelming scoring systems and tiles, but following a cat's propensity for patience pays off with engrossing gameplay and practicing strategic thinking. It's also perfect because of the sweet, wonderful purr-purr fur babies that decorate everything. Kitties are so cute!

...

Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed kiwi bird.



Calico has a beginner and a standard setup. For this review, I played the standard setup and selected three random cat scoring tiles and placed them at the top of the play area with their corresponding cat tiles. Each player receives two random black and white patch tiles, places them near the cat scoring tiles, and the remainder are placed in the bag. The button tokens and scoring tile are added to the play area's center, then each player receives a quilt board and the matching design goal tiles. Place the design goal tiles upside down and shuffle them, select four, turn them face up, choose three tiles, and place them on your quilt board. Players then pull two patch tiles from the bag for their hand and three more patch tiles are placed in the play area center for the market.

Each turn has two steps that must be performed sequentially. A player's turn starts when they select one patch tile from their hand, place it on their quilt board in any open space. Next, the player checks the quilt board to see if they earned a cat and/or button token. In the second step, the player chooses one of the of three patch tiles in the market and adds another from the bag to end the turn. Each player takes a turn and repeats these steps until each quilt board is full. Whoever has the most points from the cat, button, and design goal tiles wins.

The design goal tiles are best described as a long-term goal that might earn points. Each design goal tile has a design on it that be



CARTOGRAPHERS: HEROES (TWK 4060)

From Thunderworks Games, reviewed by Thomas Riccardi

 10 & Up	 1 - 4 Players
 30 - 45 Minutes	 \$24.95

The life of a royal cartographer is not an easy one and now you are charged with mapping the Western Lands of Nalos. This is not an assignment you take lightly; in fact, there are many who are vying for the honor to map these unexplored lands. However, these lands are rife with dangers as you will encounter forces that are trying to hamper Queen Gimnax's western expansion. Do you have what it takes to map this new wilderness, or will you succumb to the dangers located within? These are the challenges you will face in Thunderworks Games' *Cartographers: Heroes*!

Inside the box is everything that you will need to play this game either solo or with a group of friends. There are 100 double-sided map sheets which allow you to play on either a wilderness side or a wasteland side. There are also 43 cards broken down into four Edict cards, four Season cards, four Hero cards, four Ambush cards, 11 Explore cards and 16 Scoring cards. Also included are four pencils you will need to mark out the various lands on your expedition, a thoughtful addition for every Cartographer out there.



To set up the game each player is given a map sheet along with a pencil as they write the name of their cartographer along with a title as well as optionally adding a family name and crest. Next place the Edict cards face up in the center of the play area arranging them in alphabetical order A-D. Next, sort each of the Score cards by their backs and shuffle each of them and then place one card under each of the Edict cards. Then, place the Season cards in a face up stack in the order of the progression of the seasons (spring, summer, fall and winter). The Ambush and Hero cards are both shuffled and placed face down to the side of the play area. Last you will shuffle the Explorer cards and then fold in both the top cards from hero and ambush deck keeping them all face down.

The game is played over the course of four seasons and each turn there are three phases:

- 1) Explore phase: You reveal the top card from the Explorer deck and put that face up underneath the seasons card keeping track of the time on this card.
- 2) Draw phase: This pertains to the card that is now face-up; each player may draw the shape that is on the card and fill it with the terrain type of their choosing. The shapes can be freely rotated. The only restrictions are that the shape cannot be in either a wasteland or mountain area, and has to fit on the board. When a mountain is



surrounded on all four sides by terrain then that player will gain a coin, which is added to the track at the bottom of the sheet.

- 3) Check phase: The purpose of this phase is to check the amount of time that has been spent with Exploration cards. If the time either equals or exceeds the time that is located on the top left of the season, the season ends.

Those three phases generalize gameplay, however, there are also Ambush cards which can hamper other players. You will pass the map over to the player either clockwise or counterclockwise as indicated on the card. You can put the shape anywhere on the map that there is open space, and you cannot put it on mountains or wasteland areas just like with the other symbols. Consult the card for any other lasting effects (if there's no lasting effects it can go back to the box) and the only way that these creatures can be destroyed are with heroes. If you draw a Hero card, then all the players get to draw the hero on their map. If the hero lines up with a monster within a specified amount of spaces, that monster is destroyed and a "X" is put through that square. Play continues in this fashion until all the seasons are finished, and at the end all the points are tallied and the player with the most points wins the game.

Be sure to also check out the *Cartographers: Map Pack Collection* for even MORE maps to explore. This boxed set collect three different map collections to add to your *Cartographers: Heroes* library!

If you want a unique game that is easy to learn and fun to play with your friends definitely give the *Cartographers: Heroes* a try. For more information on this and other games head over to <https://www.thunderworksgames.com> and get ready to map your way to glory.

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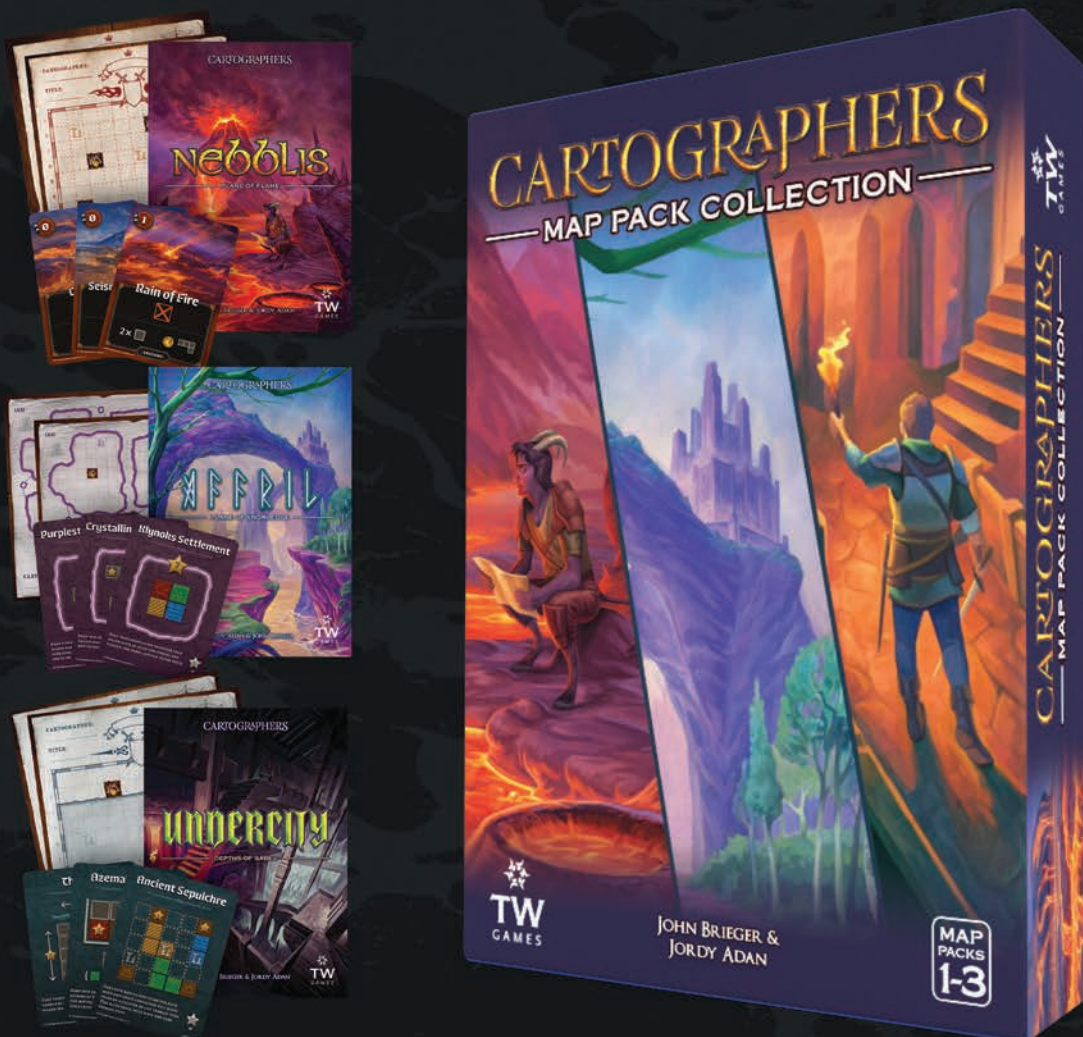
When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



CHECK OUT PURRFECT MATCH

AVAILABLE FALL 2023





Greetings GTM Fans!

For our October 2023 issue, *Game Trade Magazine* is teaming up with Thunderworks Games **THUNDERWORKS** with a giveaway for the explorers at heart! GAMES

One lucky winner will a copy of the *Cartographers Map Pack Collection*, courtesy of our friends at Thunderworks Games! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on September 26th and will close on October 23rd, so don't delay!

Already a fan of ours on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again)."

ENTER TO WIN!!!

www.GTMGiveaway.com



CONSIDER YOURSELF LEGALLY DISCLAIMED:

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<https://world.digimoncard.com/>



HORRIFIED

GREEK MONSTERS



ALL HADES B



REAKS LOOSE

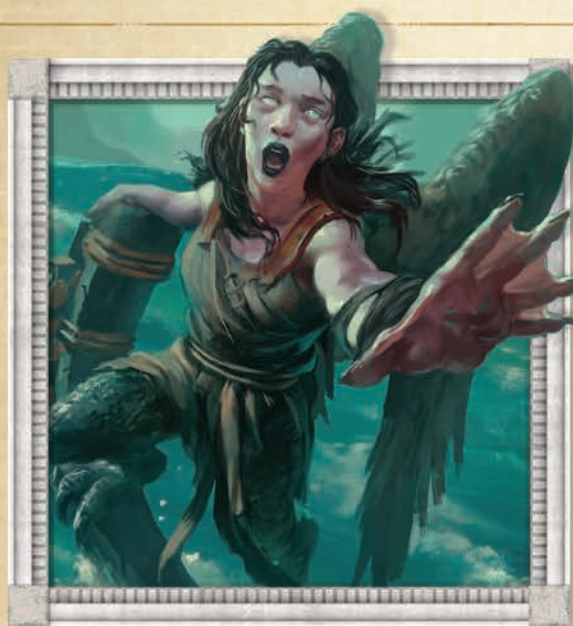




MEDUSA

MEDUSA CAN ONLY
BE HARMED BY
GAZING AT HER
OWN REFLECTION.
PUSH HER INTO THE
FOUR MIRRORS TO
WEAKEN HER!

"Medusa's the
Queen of the
Greek Monsters;
we couldn't
create the game
without her."



SIREN

THE SIREN'S
LURING SONG CAN
ONLY BE BLOCKED
BY PRECISELY
MATCHING HER
TONES.

"Siren's Song" is
still a term used
today, and if
it's scary nearly
3000 years
later, that's good
enough for us!"



CERBERUS

CERBERUS HAS
ESCAPED FROM
THE UNDERWORLD!
YOU MUST UNLOCK
THE DOOR TO THE
UNDERWORLD AND
RETURN HIM TO HIS
MASTER. HADES.

"Guardian of the
Underworld? It
screams Horrified!"

THE ISLE OF ELYS



MIKE MULVIHILL
HORRIFIED, TALKING
6 MONSTER

SIUM NEEDS YOU!



L, GAME DEVELOPER OF
LKS ABOUT HOW THESE
RS WERE SELECTED.



MINOTAUR

THE MINOTAUR IS
RAMPAGING. YOU
MUST BUILD A
LABYRINTH AND USE
IT TO TRAP HIM.

"We wanted a huge
brute of a monster,
and the Minotaur
fits perfectly."



CHIMERA

PUT THE CHIMERA'S
THREE HEADS TO
SLEEP SO YOU
CAN CONFRONT
IT WITHOUT IT
EATING YOU.

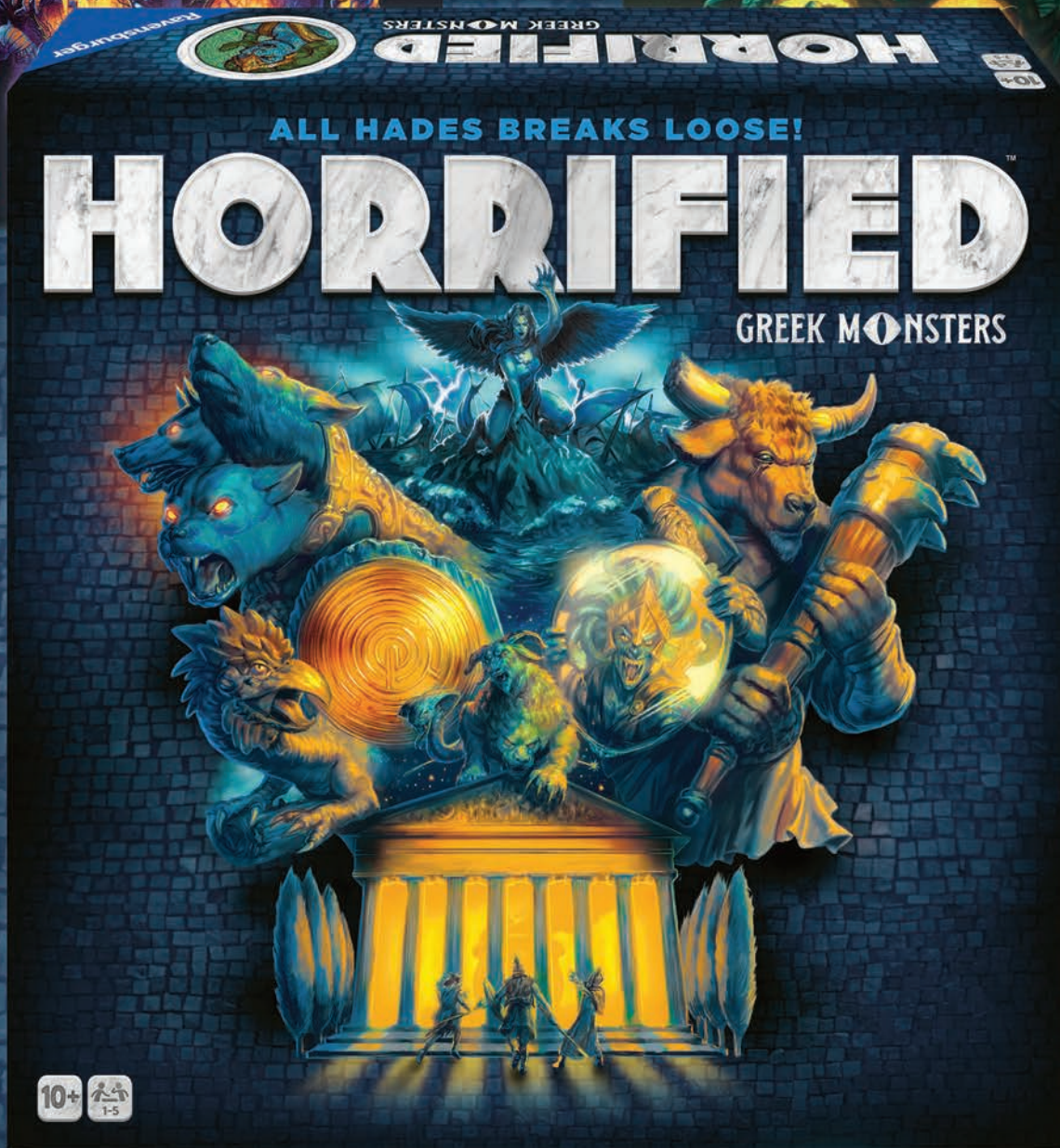
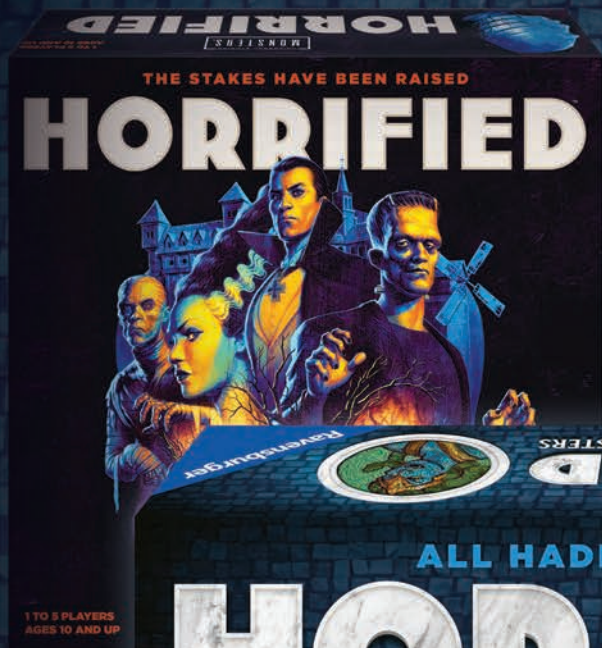
"The Chimera
screams
mythological
beast—a deadly
monster that can
only come from
your nightmares."



BASILISK

THE BASILISK'S
SCALES CAN ONLY
BE PIERCED WITH
ITEMS BLESSED BY
THE GODS.

"This monster has
so many stories
and legends around
it, we felt we could
make it work
perfectly with
the game."



Ravensburger